Transcript for akiyama vs baku

If you're a fan of brilliant minds in fiction, then you've surely heard of Madurame Baku and Akiyama Shinichi, two
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titans of intellect who were once considered as equals. However, Baku's reputation has stood unshaken, bolstered
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by the rising cult status of Usuggui. Meanwhile, Akiyama, once revered as the mastermind of Liar Game, has seen his
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legend fade to the point where his genius is often underestimated. But is that fair? Has the Liar King really fallen, or has he simply been forgotten?
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In this video, we'll pit their greatest mental feats against each other across key outsmarting categories to settle the
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debate once and for all. Who truly stands at the peak of fictional intelligence to ensure an unbiased verdict. We've developed a set of
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rigorous metrics visible on screen. Evaluating not just the logic of their feats, but also the layers, the caliber
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of their opponents, and the context of their triumphs. With everything on the table, only one can claim the crown.
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Will it be the lie eater or the liar king? Brace yourself for heavy spoilers and the ultimate battle of minds. Before
1:08
[Music]
Short-Term Planning
1:13
the final round starts, Akyama learns from Kaneo and Yokoya that losing the final round means being sold on the
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black market for human experimentation or military testing. He deduces this is totally possible due to the massive
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debts incurred by the losers being insurmountable and the declarations of the dealer in the earlier rounds making the black market the only plausible
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outcome for those who can't pay their debts. After listening to the rules, he recognizes that unlike other layer game

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rounds, only one team can win money, leaving 12 players to face death or worse,
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which means Akiyama is under immense mental strain due to the life and death stakes. Not only is the life of every
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contestant in game, but also the life of now, who is the only person Akiyama has a connection with. Not only that, but
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Akiyama realizes his NPL plan might become unusable due to the strict rules of this game, which even if he wins,
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despite using all the prize money, won't be enough to cover the debts of all the players, which means some of them will
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face hell itself. However, Akyama quickly finds a loophole he can abuse, which aligns with his NPL
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plan, which is forcing the game into a stalemate, making it impossible to determine a winner. This way, he can
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save all the players. Since if there is no winner, there is no loser. The real challenge of his plan is the life point
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differences between teams that will occur during the game, which makes a stalemate nearly impossible under normal
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circumstances. However, Akyama quickly finds a solution that will allow him to control the
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development of the game. He devises a plan to indirectly manipulate Yakoya into forming a three-way pact with the
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other kingdoms, Wu and Shu, creating the perfect conditions conducive to a stalemate. He reasons that if he
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proposes a fake plan that will partially allow players to be saved, Yakoya will have to offer better conditions than
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his. Since in that game, building influence is enough to drive one kingdom to their defeat. Yakoya has no option
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but to provide a more beneficial plan to the other kingdoms in order to assure their cooperation in the main battle.
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Akiama predicts the best condition Yokoya can offer at that point is he will allow the two kingdoms to take his
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kingdom down once the three of them successfully destroy Akiyama's Woo kingdom which will guarantee the two
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kingdoms playing a final one versus one where the winner can take all the prize. Akyama reasons that Yokoya in order to
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make his plan work would need to prevent any life point differences between the two kingdoms since if the minimum life
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point difference arises his plan might totally collapse. The kingdom in LP inferiority will do anything to revert
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the situation before the final clash, which means even teaming with Akiyama is an option to revert their situation.
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This will cause Akiama's future victory, a thing Yokoya wants to prevent at any cost since he wants to witness Akiyama
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and now being sold to the black market. However, to achieve the stalemate, both Akyama and now will have to lose. And if
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by any chance anything goes wrong, it will result in them being sold to the black market or weapon testing as well
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as the other players. Despite this ridiculous mental stress and adversity, Akyama follows this half-suicidal
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mission where he needs to take control over every single variable in order to secure the lives of everyone.
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With the previous reasoning, Akyama quickly calculates 377 potential combinations the kingdoms of the pack
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will take to take his kingdom down, while also calculating the combinations he needs to input to Misdirect Yokoya
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with different tactics that will make him certain Akiyama is trying to win the main battle. Chinichi also devises a
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fake plan to save the players and tells now to announce to everyone there is a way to save everyone and that is by all

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kingdoms working with Aki and making him the winner. So he will share the prize with them covering most of their debt.
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However, this method does not generate enough money to save everyone. So they will need to ask someone to borrow them
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money which they will start paying back slowly. Here Akyama fabricates the existence of
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a rich player who doesn't exist but will make everyone believe in fact does. This rich player among them whose identity is
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unknown to everyone except now and Aki has a rich father who will help pay off everyone's debts if Akiyama's team wins.
5:05
Akyama creates a profile of a rich heir who hates his father more for treating him as garbage, but he is someone who
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wants to escape from his father's control, which is the reason he is in the liar game. Akyama predicts Yokoya
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will ignore this topic if now exploits his father complex, which now does exploiting it by saying this player at
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least wants to get out of his father's control. This move serves to make Yokoya ignore this topic, not thinking deeply
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about the situation. Akama needs to make sure Yakoya cannot debunk the existence of this player later on. After Yokoya
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listened to what Nao said, he couldn't even consider this player was a crafted entity since what now said reflects deep
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emotions and valid reasoning that aligns with his inner struggle as the son of a successful man. This forces Yokoya into
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proposing a three-way pact. Yokoya fearing Akiama's victory by this somehow valid plan needs to ally with Wu and Shu
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to prevent it. This also lulls Yokoya into complacency since even though the plan is somehow valid, Yokoya dismisses
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the plan as irrelevant since it is a way of sharing the pain rather than saving everyone.
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they still will have to carry a debt in the long run and also because Yokoya found contradictions within Akiama's
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plan and the statements now made the contradictions in the proposal such
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as the implication that the rich player will lose the game to then reach his father to ask him for 900 million yen to
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cover his debt and the debt of others despite ostensibly wanting to win to prove to his father he's good by himself
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further diminished the plan's credibility also the rich player spoke about a deep insecurity towards his
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father so even if he loses they can't be sure he will ask his father for the 900 million yen since the less money he
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asked him, the less ashamed he would feel. So, he might end up asking his father for the necessary money to save
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himself, not the others. These inconsistencies suggested that the rich player would align with Yokoya's
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kingdom as joining Akiyama would guarantee his loss, undermining his own personal goals. These contradictions
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were not only spotted by Yokoya, but all the players, which discouraged them from trusting Akiyama's plan and made them
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more receptive to Yokoya's three-way pact. Akyama also bluffs directly to Yokoya, telling him he will win this
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game, no doubts, a thing he never did before prior to a game, which made Yokoya more sure that Akyama was going
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allin in this game due to the stakes. Once some rounds of the game passed, Ikyama makes the next step of his plan,
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misdirecting the Liar Game Corporation. Ikyama publicly frames himself as disadvantaged, claiming Yokoya's
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alliance is too powerful. He announces, "As I suspected, Yokoya got their cooperation by promising he would make
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his own team lose. The purpose of this divert attention." The Liar Game office
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perceives Akyama as struggling, reducing the likelihood of intervention. Protect the stalemate plan. By appearing weak,
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Akyama ensures the office doesn't detect his true plan. Even though the Liar Game organizers remain neutral in the
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previous games due to the stakes and considering this is the game they can make trillions of yen, Akiyama considers
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the chance of the corporation disrupting his plan. So he makes sure this doesn't happen by misdirecting them with his
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declaration since he is sure the room is bugged. Later, he enacts the next step of his plan. Akayyama directs his team
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to relentlessly attack one kingdom, specifically Woo, which will make the other team feel safe and lower their
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guard to save one life point, which will give them the advantage for the final clash. He uses this strategy to exploit
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rivalries within Yokoya's alliance and distract Yokoya from his true plan since by this tactic, Akyama is validly trying
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to revert his disadvantage within the main game since the non-targeted team becomes overconfident, increasing their
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greed for victory. But this has a layer to distract Yakoya since Akyama is sure Yokoya will recognize this pattern and
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will focus on maintaining the status quo of his alliance which further misdirects him from Akyama's stalemate plan. Once
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his kingdom is destroyed, Akiyama acts and plants the idea of a spy within Wu and Shu, claiming the rich player might
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bribe someone to sabotage their teams. This is made to spread distrust. Woo and Shu become paranoid about internal
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betrayal, adopting the solution Akiama will provide them. Here, Aki inserts an anti- spy strategy. He provides Wu and
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Shu with action tables to make them realize the most logical options they can make. He designs a strategy that
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guarantees the spy will end up betraying the rich player. By changing the general every round
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without telling others the action that he's going to input in the control tower, the spy won't know the action, so
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he can't tell the rich player. Since Akyama gave them a list with the most logical actions, there is no risk to
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lose significant life points. However, the general that creates a life point deviation will have to pay all his
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allies debt since it will be assumed he was the spy. With this, Akyama ensured predictability by forcing Wu and Shu to
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follow attack and defense patterns, Akiyama maintains control over the game's progression. He gave each kingdom
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a different table, which made him certain due to the psychological stress he created by saying, "The one who creates a deviation will carry their
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whole debt. The players will definitely follow his instruction. Each action he provides in one kingdom could be
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canceled with the action he provided to the other kingdom making the stalemate inevitable.
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The kingdoms followed this strategy since it not only neutralize the spy but also will make the spy betray the rich
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player eventually and which will guarantee their success. So in their mind this was a 100% winning strategy.
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After the kingdoms do the anti- spy strategy, the game ends up in a stalemate where the two kingdoms have only one remaining life point, which
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will reduce to zero by any action they take, resulting in their defeat. After this happens, Yokoya dismisses this
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outcome as dumb luck, unable to understand this was all crafted meticulously by Akyama. Akyama uses this
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in his favor and reframes the outcome as now's victory, exploiting Yokoya's inferiority complex to ensure he accepts
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the result without interference. He does this by creating emotional closure with him, highlighting Now's role, minimizing
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his own genius while positioning Now as Yakoya's superior. By doing this brilliant psychological manipulation, he
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neutralizes Yakoya's attempt to break the stalemate since he had enough money to make one team break the stalemate.
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After this ridiculous planning, Akiyama was able to save every player from facing hell while finally saving Nao and
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eliminating any debt of prior eliminated contestants. Since after Akiyama's stalemate was achieved, The organizers
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recognized Akyama defeated the liar game itself and canceled the tournament.
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A week later in the third revival round, he reinvented himself as Sakai's representative, absorbing a new while
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immediately setting to work on an audacious collective plan. Applauded a coordinated plan through his majority
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rule tactic, essentially holding the entire game hostage to his goals. The results?
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Five players walked away debtfree through his redistributed winnings. While Haramoto's unexpected act of gratitude, voluntarily paying off
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Sakai's debt stood as testament to how thoroughly Akyama had rewritten the tournament's nature. He secured now's
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permanent elimination by covering her 312 million yen penalty while she was officially eliminated.
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Through it all, the organizer's ledgers remained empty. Another revival round yielding zero profit by no losers.
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Another debt harvesting mechanism transformed into an engine of mass liberation.
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The round's true brilliance lay in its revelation that Akyama's greatest weapon wasn't the debts he covered nor carried,

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but what he inspired, a tournament designed to make people manipulate and strategize to destroy the others, was
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transformed by the same philosophy Akiyama amplified, turning Kimura and Harimoto, his previous enemies, into
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people that recognized the purity of his actions. Days after, Akyama confronted his
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crulest irony yet. Now the woman he had fought so hard to protect had willingly re-entered the
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tournament under the guise of saving Fukunaga. The final qualifier unfolded as a perverse marketplace of human
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suffering. Its mechanics a ghost lottery followed by a human auction with 5.7
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billion yen in play. Players became both commodities and biders in this twisted economy. And Akiyama's plan to buy Na's
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freedom was interrupted by a Yukoya who seized the moment to outbid him in an act of vengeance for their past clashes.
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Yet, even in apparent defeat, Akiama's genius found a way. His suicidal strategy identified three cash-rich
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players who could absorb the 200 million yen elimination penalty and manipulated the auctions dynamics to ensure they
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would be the ones disqualified. It was a ruthless calculus, sacrificing those who could afford it to shield the truly
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vulnerable. The 990 million yen he secured wasn't just a consolation prize. It was ammunition for the final battle,
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extracted from a system designed to break its participants. As the auction concluded with now still
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trapped and Yokoya savoring his petty victory, the stage was set for the last and most devastating play. Akyama would
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have to destroy the game itself to achieve what even his brilliance couldn't accomplish within its rules.
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When the final round began with 4.2 billion yen at stake, Akiama faced his greatest paradox. The very rules that
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had enabled his financial sabotage now threatened to undo everything. The kingdom game structure eliminated his
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usual tactics. No wealth redistribution, no debt forgiveness, just a winner takes all death match where even past auction
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winnings would be confiscated from the losers. For the first time, his non-performing loan plan seemed impossible until he
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realized the ultimate loophole. If the game couldn't declare a winner, it couldn't enforce any debts. What
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followed was a master stroke of game theory. Akiama engineered a perfect stalemate, manipulating alliances and
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resource distribution until the adjudicators faced an irresolvable mathematical deadlock.
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Even when granted extra life tokens to break the impass, he recalculated the equilibrium to maintain balance.
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The corporation's entire architecture crumbled in that moment. Without a victor, their contractual mechanisms
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were pointless. The fallout was catastrophic for the organization. They had no option but to cancel the
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tournament. 15 players walked away with all debts voided. This including players that lost in several different stages
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while also he finally achieved now's total and zero yen extracted from the players. The antithesis of everything
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the corporation had designed. In 66 days, Ikyama saved 56 people from
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financial ruin or worse and exorted 12 billion yen from the organizers which
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nowadays is worth $178.4 million. But the real cost was deeper. He had played
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the ultimate con. Not for money, not for glory, but to ensure no one else would
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suffer like his mother did. In the end, the greatest liar in the liar game wasn't a cheater or a fraud. He was the
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man who lied to save those who needed him. The rule says the kings of the three kingdoms after the reset will be picked based on high level, specifically
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level 80 and above. Baku himself is level 80 as well as Cham and Riosay,
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both his allies. So when the reset is done, Baku and his allies will be selected as the new kings. Champ and Ray
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will surrender to Baku and this way he will become the Kaiser on the 31st of December, exactly the day the gamble
15:52
suggests, allowing him to become the winner of the ban. Okay, let's compare the plans in the
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main categories. for planning versatility. Baku takes it. Protoor's plan demonstrates remarkable
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versatility, constantly adapting to evolving game dynamics and external disruptions. When Hal unexpectedly sends
16:09
a cryptic message about rebuilding Roma in one day, Baku instantly decodes it, reinterpreting his win condition and
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redirecting the entire course of his plan from personal kingship to manipulating Lo into becoming a temporary Kaiser. He shifts between
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microlevel tactics like manipulating narrow narrow and macrolevel restructuring like removing highle
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players from the island to control postreset kingship. He even weaponizes public perception
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allowing rumors about his desperation to circulate to mislead Lo. Every step shows Baku responding in real time to
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unanticipated elements without breaking planning cohesion. In contrast, Akyama's stalemate plan, while intricate, was
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rigid. It was highly dependent on a specific win condition, enforcing a stalemate and couldn't afford
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significant deviation. Once the path was set, it had to play out perfectly. There was no pivot, no structural flexibility.
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That being said, his adaptability was great. Anyways, Baku takes it. For planning contingency, Akyama's plan
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excels in contingency, not because he has backup plans, but because he eliminates the need for them. He
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anticipates every possible variable that could disrupt his objective from internal betrayal, spy interference, and
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player defiance to corporate intervention by the liar game organization and systematically blocks each path before it can become a threat.
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He exploits Yokoya's psychological blind spots, weaponizes the fear of the death stakes of the game, and creates a
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fabricated savior, the rich player, whose even the flaws in his fake plan are calculated, meant to make Yakoya's
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alternative seem more appealing. Rather than preparing for whatifs, Akama ensures that all potential deviations
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from his desired outcome collapse back into his framework. That's contingency at its most sophisticated, complete
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preeemption. For planning coverage, Baku takes this. Baku's plan spans an immense
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strategic field, operating across layers of complexity that include kingdom politics, individual player rankings,
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public rumors, reset mechanics, alliance manipulation, and even psychological warfare targeting specific personalities
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like Lo. He accounts for game mechanics not only in the present but postreset
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engineering who will be selected as kings based on future level thresholds. He manipulates player migrations, battle
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outcomes, leveling opportunities, and leadership succession in multiple kingdoms, all while orchestrating a
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timeline that aligns with the final condition of the gamble, becoming Kaiser on December 31st.
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Akiama's coverage is certainly dense, especially in managing team behaviors, predicting Yokoya's influence path, and

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controlling life point differentials. But Baku's coverage is wider, not just managing player psychology and strategy
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within the current game, but also stretching across future states, systemic resets, and institutional
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rules, giving him a broader and more multifaceted reach. For planning intricacies, the intricacies of Akyama's
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plan are staggering. Every element from the fake player's emotional backstory and the rigged rescue plan to the
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anti-spy protocol is layered with dual purposes and hidden implications. Actions aren't just strategically sound.
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They're psychologically manipulative and logically recursive. The fake plan discredits him in the eyes of the
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players and pushing them toward Yakoya. The rich player isn't just a lie, but a psychological reflection designed to
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disarm Yakoya. The anti-spy system both enforces behavioral predictability and weaponizes suspicion. He uses game
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mechanics, emotional manipulation, misinformation, and strategic losses, all functioning simultaneously with each
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piece influencing and reinforcing the others. The elegance lies in how seamlessly deception, psychology, and
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logic are interwoven into one unified machine. For planning, formulation, speed, Akiama takes this. Baku had more
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time to build his plan gradually as the protoorus game unfolded, adjusting as needed. Akiama had to immediately create
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his plan within minutes due to his total game absolute nature. He created the stalemate path under extreme pressure
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and minutes even before the game began. For planning aim, Akiama takes it. His aim was absolute and unthinkable. Save
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everyone including himself and Nao from a literal fate worse than death in a game which was designed to be economically impossible. Rescue
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everyone. Despite this huge adversity, Akiyama aimed his plan into an invisible loophole, the stalemate. In planning
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resilience, Baku takes this. Baku's plan demonstrates a superior level of structural endurance. The strategy was
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not just flexible. It was built to absorb impact. Baku experienced several significant disruptions. The coliseum
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lacking bios. Hal's unexpected communication. Kaji's lost. Lo's psychology and unpredictability made
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direct manipulation volatile. And the mechanics of the reset introduced a ticking clock constraint. Despite these,
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Baku never needed to start over. Instead, he fluidly revised the trajectory, sacrificing Tipa willingly,
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faking defeats, and transitioning power through indirect means. He even turned something like sacrificing his finger
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into psychological leverage. Every alteration folded seamlessly into his master route, reinforcing rather
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than weakening the plan. For planning invincibility, it goes to Shinichi,
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where Akyama truly outclasses is in the invincibility of his plan. Akyama's plan
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had zero margin for error, but was executed under catastrophic psychological pressure, lives on the
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line, including his and now. He sustained the plan despite Yokoya's threats, the corporation's potential
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interference, and players shifting loyalties. Once the three-way pact is in motion and the anti-spy strategy is
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followed, no one, not players, not enemies, not even the game's organizers, has the will or the means to alter the
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outcome. The life point balance traps the kingdoms into an action. The death threats trap generals into rigid
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obedience, and Yakoya, despite seeing through many plans before, is emotionally neutralized by the illusion
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that now, not Akiyama, is behind the victory. Even with the money to break the stalemate, Yakoya is psychologically
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blocked from acting. The plan is not just hard to stop, it is designed to reach a point where stopping it becomes
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impossible. No countermeasure exists that wouldn't trigger a total collapse for those involved. That kind of
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flawless closure where every escape route self-destructs is what elevates Akiyama's plan from brilliant to
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untouchable. Unlike Baku's plan, despite being brilliant, was not invincible, which was showcased by Lo forcing
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another gamble to determine the vests for the Kaiser title. Okay, now let's compare the feats with
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our system. For logical tier, Akiyama takes it because his stalemate plan reframed the entire game logic,
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manipulated every opponent's decision-making path, and created a no-win scenario that neutralized the game system itself using extremely
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advanced logic. For complexity tier, Akyama takes it because his plan used hyperlayered reasoning, psychological
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projection, deception, manipulated the LGT office, Yokoya, and all the other players. Every move had embedded layers
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with cascading impact, requiring omniirectional control over the game's social, emotional, and mechanical
22:56
structure. For resource management, Akama takes it because he operated with no external power, no level advantage,
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and no internal system mechanics to exploit. Despite massive constraints, he used only psychology, prediction, and

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logic to save everyone in a situation where it was impossible to save everyone by traditional methods. Despite this,
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Akiyama only with one lie was able to craft a path to reach his stalemate, showcasing a ridiculous resource management and a total disadvantageous
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situation. For complexity of the situation, Akiyama takes it because Records of the Four Kingdoms is more rule restricted than Protoaporos. For
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adversity force, Akiyama takes it because he faced Yakoya, the most cunning manipulator in the game's
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history, who is definitely smarter than Lo. For situation hostility, Akiyama takes it because failure meant death, or
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worse for him now and 13 others. The stress, emotional stakes, and complete lack of safety nets made his feet a
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mental suicide mission, and he still pulled it off. While Baku only had to carry the pressure of his own life,
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Akyama carried the weight of 14 human lives plus his own, and worked with this ridiculous mental pressure. Feel free to
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pause your screen to read the results of consistency. Finally countering, Akyama
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takes it because his plan was not just hard to counter, it couldn't even be detected. Yokoya, a top tier
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manipulator, thought the stalemate was dumb luck. That level of undetectability and multi-layer depth makes Aki's plan
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nearly impossible to counter. He created layers and layers of deception. Once he established the narrative of the rich
24:21
player, he forced Yokoya to offer better conditions. Akiyama weaponized the three-way alliance into creating no life
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point deviations during the first part of the game and finally sealed it with his anti- spy strategy. Short said once
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Akyama spoke his lie, his plan couldn't be countered. Unlike Baku, who could have been countered by different ways.

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The most obvious one, Lo waiting to attack him within the week of the Kaiser race, which would secure no deviations
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from the Kaiser title instead of playing safe. He was dumb. And regardless, it's partially because Baku manipulated him
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to attack him. Just with Lo taking this obvious measures, Baku's plan could be countered. So, Akyama takes this. Based
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on the previous distribution of all the categories, Akayama takes short-term planning with extreme difficulty over
Long-Term Planning
25:05
Baku. From the moment Bikumarame first crossed paths with hell, a grand design began
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taking shape in his mind. This wasn't just a gamble. It was a 10-year symphony of deception, patience, and ruthless
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calculation. Every move, every encounter, every loss, and victory were a carefully placed
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domino waiting for the perfect moment to fall. created to make Baku able to experience the greatest gamble of his
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life while also achieving the Karoo leader title. During 1998 to 2001, Baku
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nudged Commissioner Sasoka toward a dangerous idea, using Kru's power to erase crimes for the elite. This would
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later become the labyrinth system, a shadowy network of corruption that Baku intended to exploit. At the same time,
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he uncovered Hal's greatest weakness, his memory loss. Like a predator studying its prey, Baku
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filed this knowledge away, knowing it would be his key to victory years later. Even his first defeat in surpassing the
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leader was part of the plan. By losing, he freed Kiara from Kekaru's chains, turning the legendary referee into his
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most loyal ally. Every loss was a faint. Every setback was a setup. For years,
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Baku moved in the shadows, watching and waiting. He purchased the old bookstore where he first met Hal, ensuring fate

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would bring them back there one day. He let the labyrinth system grow. Its list of powerful clients swelling like a
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ripe fruit ready to be plucked. In 2008, when the time was right, he struck. The
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abandoned building gamble wasn't just a test of skill. It was a takeover. He dismantled empire, claimed Marco as his
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own, and seized the resources he needed for the final phase. Meanwhile, Tokyo's skyline changed. A
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new radio tower rising, a tower Baku knew would one day burn. During the events of Labyrinth, Baku
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decided it was time to collect the fruit of the seeds he planted with Sasaoka. It was time to get his alibi of the first
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surpassing the leader stolen. This way, his participation in the second surpassing the leader couldn't be
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interrupted. After his alibi got stolen on purpose after winning the labyrinth game, Baku collected the L file, which
27:10
was crucial for fulfilling the 50 billion yen requirement for surpassing the leader. In December 2008, with
27:16
everything in place, Baku set his endame in motion. He hijacked the airwaves, exposing the crimes of the elite on live
27:23
television thanks to the L file. The shock waves forced Kakaroo into an impossible choice. Protect the broadcast
27:28
or uphold their own rules. In the end, they chose destruction, burning the new radio tower to the ground. But Baku had
27:35
already rerooed the signal. From the Emperor Tower, he held Japan hostage, demanding the elite accept Kakaroo spies
27:42
into their ranks. Banks, governments, and global corporations all fell under his influence in a single night. Later
27:48
during the events of Tower of Karma, Baku went to the Emperor Tower to have a Kakaru matcha while the Kamate, the

27:54
second condition to challenge the leader was in motion. During this time, the Kamed was built up which allowed Baku to
28:01
play the desired game. However, a major disruption happens in Baku's plan. The 50 billion in game during the bloody
28:07
game were stolen by ideal, a powerful criminal organization, and without this money, he couldn't challenge the leader.
28:14
Also after these events, Baku is aware how will end up losing his memory and it happens. In fact, which allows Baku to
28:21
set in motion the next step of his plan. Baku aware how will seek out the prince BB book which allows their encounter
28:27
without Kakaru monitoring him. During the bookstore events, he forces Hal to gamble with him for the book while also
28:32
start setting up their second battle. However, again another disrupt occurs. Ideal organization ruled by Lo interrupt
28:38
the fate of the second surpassing the leader. Lo speaks out his desire to play the surpassing the leader to win and
28:44
absorb Kakaroo. So Baku has no option but to accept Hal's proposal of Lo and Baku playing a game in which the winner
28:50
will be the one playing the surpassing the leader. The ban is set and Baku is lucky enough to get the time card which
28:55
allows him to set the duration of the gamble with the premise that surpassing the leader will be played as soon as the ban is over. Baku selects the duration
29:02
of the band to finish moments before how memory loss strikes again, which is casually the same day the leap second
29:07
phenomenon will occur, which gives him the upper hand if the game they play is time related. After Baku emerges victoriously from the ban, he plays
29:14
surpassing the leader against Hal and wins the game with the memory loss and leap second advantage. With this
29:19

meticulous planning, Baku was able to fulfill his gambling philosophy and obtain control of Keku, which he will
29:25
use for his greater goal, achieving world peace. for Akyama's long-term plan. Is obvious
29:30
he doesn't have any. So, Baku no diffs. Wait, production is calling. What did
29:37
you say? Akiyama has a long-term plan. What?
29:42
Akiama Shinichi's life was defined by one brutal lesson. Honesty doesn't always win. His mother,
29:49
a woman who lived with integrity, was crushed by a predatory financial scheme.
29:54
When she took her own life to free him from her debts, Akyama's worldview shattered. He hunted down the
29:59
organization that ruined her, dismantling it with cold precision. But his war wasn't over. When he met Nao
30:06
Kaki, a naive, trusting woman trapped in the liar game, he saw his mother's reflection. The game wasn't just about
30:13
money. It was a psychological slaughterhouse designed to break people. Akyama didn't just want to win. He
30:20
wanted to burn the entire system to the ground. After saving now in the first round, Akyama assisted to the second
30:26
round where he quickly realized the Liar Game Corporation operated like a financial predator and the Liar Game was
30:32
a battle royale tournament. The first step is a bait. They offer desperate people massive loans of 100
30:38
million to play a simple game where they can win tons of money. The irony is that during this game, the players needed to
30:45
steal the money from each other, which resulted into many players breaking into houses and legally breaking the law,
30:50
which was a trap they set to prevent their victims from going to the police since they will be confessing committing a crime. The winners of the first game
30:56

advanced and could play more challenging games. This guaranteed the tournament is full of the most capable liars. Since
31:02
all these players are masters of deception, which ensures their goal of finding the liar king, then they will
31:08
make money with the tournament rules. The winners must pay half of their winnings to leave. The losers, they're
31:15
buried under debt. And in case they are not able to repay it, they will sell into the black market. Slavery, organs
31:21
traffic, prostitution, forced labor, military weapon testing. This way, the
31:26
corporation is making billions of yen by exploiting the losers. Akama saw the flaw. If the winner of the rounds never
31:33
pays the withdrawal and uses this money to cover the debts of the losers, the system collapses.
31:39
Shinichi's plan, become the ultimate debtor, a financial black hole the LGC can never recover from. While he saves
31:45
as many players as possible, either in formal rounds or revivals, while he protects his beloved now from sharing
31:50
the same fate as his mother, and makes sure the corporation doesn't make a single yen of profit. These are the four
31:56
goals Akyama needed to accomplish in every single round. Akiyama simultaneously cultivates and amplifies
32:01
Na's philosophy of trust and cooperation throughout the tournament which can benefit his plan by the players adopting
32:07
their ideology and being willing to save others or trust him with strategical cooperation. The biggest problem with
32:13
this plan, he had zero information about the upcoming rounds. So he must plan every future round to align it with his
32:19
NPL plan. Also, Akiyama's challenge in saving players was made far more difficult by the zero sum model of the
32:25

tournament where one participant's gain always comes at another's loss. In this system, cooperation is nearly
32:32
impossible because the rules themselves encourage betrayal, manipulation, and deceit as the most profitable
32:38
strategies. This meant Akyama could never rely on others to work with him simply because he is doing the right
32:44
thing. Instead, he had to anticipate every possible move, maintain strict
32:49
control over every variable, and constantly protect himself from betrayal. Remaining emotionally sharp
32:55
throughout the tournament was crucial, as he intended to employ team-based strategies in certain rounds. This
33:01
required exceptional emotional acuity to foresee betrayals driven by greed and to know precisely when to anticipate and
33:07
how to respond before his schemes could collapse. In the second round, for two intense days, Akyama faced off against
33:13
21 sharp players in a highstakes voting game with 2.1 billion yen on the line. His solution was a mathematically
33:19
flawless eightp person alliance, meticulously designed to ensure at least one member always landed in the money-winning minority. Through precise
33:26
coordination, he guaranteed each ally to walk away with 40 million yen in profit, enough to settle their debts and leave
33:32
them in the black. When Nao's naivity threatened to derail the plan, Akiyama adapted effortlessly. Discovering that
33:39
Fukunaga had replicated his strategy with two rival teams, he outmaneuvered them by recruiting player number 15 as a
33:45
mole, buying their loyalty by covering their debt, and offering a 100 million bonus.
33:51
The final tally was devastating for the Liar Game Committee. 14 players saved from ruin, 2.1 billion yen redistributed
33:58

to victims, now's freedom secured, and 56 million yen in personal debt absorbed. the first step in Akiama's
34:04
long-term plan to dismantle the system. Most crucially, the corporation profit stood at zero yen as he refused to pay
34:12
exit fees. This round wasn't just a victory. It was proof that Akyama could turn a brutal competition into
34:17
collective salvation while setting the stage for the LGC's inevitable collapse. 10 days later, the Liar Games
34:23
resurrection round dragged Now back in her trusting nature making her an easy target for elimination. The moment
34:28
Akyama saw her floundering in last place, facing a crippling 100 million penalty, he unleashed a ruthless vote
34:34
selling scheme that would become his signature move. Through calculated negotiations, he inflated now's position
34:40
to first place, amassing her an absurd 1.1 billion yen windfall. But the true
34:45
brilliance lay in what followed. Now forgave 900 million yen in debts from players she'd supposedly extorted, then
34:52
personally covered the 200 million yen penalty for the actual loser, Mura. Akyama had subverted the LGC's predatory
34:58
system where the game demanded at least one victim. Now's redistribution left zero players in debt. The corporations
35:06
guaranteed payday instead yielded zero yen profit. The dealer stunned expressions said everything. Their
35:13
system had no defense against a player who didn't seek victory, but annihilation. The stakes exploded in the contraband
35:19
round. A 3-day smuggling war with 7.2 billion yen hanging in the balance.
35:25
This time, Akyama faced his most adversary yet. Yokoya, a ruthless strategist whose intellect was superb,
35:31
but whose cruelty knew no limits. The game's crulest twist. Victory meant

35:37
deeper entrament, while defeat offered freedom if players could escape with enough cash. Akyama's response was a
35:43
masterpiece of deception. He orchestrated an apparent surrender while executing the greatest financial heist
35:48
in Liar Game history. His real smuggling strategy unfolded with surgical precision.
35:54
ordered his southern team to lose intentionally, ensuring their escape while conspired with northern traders,
35:59
diverting 4.8 billion yen straight into their ATMs. The result was a brutal irony. While Yakoya's team celebrated
36:06
their win, they were condemned to keep playing, shackling to the tournament. Meanwhile, Akyama's losing squad walked
36:14
away with enough to free eight players, including Akagi and Fukanaga, who stayed behind, but had their debts erased.
36:20
Akyama absorbed another 400 million yen in debt. While the corporation walked away profitless, he also outmaneuvering
36:26
Yokoya's intellect. The genius of the play lay in its inversion. By embracing
36:32
defeat, Akyama liberated more players than victory ever could. While even though Yokoya came up with a good amount
36:38
of money, he did not play the withdrawal just to destroy Akyama and Now in the later rounds.
36:44
One week later, Akiyama returned to the resurrection arena. This time facing a highstakes elimination round between two
36:49
teams with three players in his team now and Fuku. Akiyama crafted three distinct
36:55
strategies for each game. Each tailored to exploit his opponent's weaknesses, the three bullet straight, the perfect
37:00
shuffle, and the fake all-in, winning the revival thanks to his intellect. He won 814 million yen. With this money, he
37:08
saved the three rival players and saved them front the claws of the organizers while his martyrd debt swelled to 556

37:14
million yen. 10 days after the pandemic qualifier stripped away financial stakes, reducing
37:20
the battle to pure survival. With the Yakoya determined to force now into elimination as payback for what happened
37:26
in Contraband through his circuits maneuver, he shattered the game's ice which allowed many players to generate
37:32
vaccines to advance. Finally, with the lockin strategy, a master stroke that turned Yokoya's aggression against him.
37:38
By engineering uncertainty around the Yoko's own position, Akyama forced Yokoya into an unthinkable choice. Save
37:45
Now or risk himself. The arrogant strategist folded, allowing Now's pass.
37:51
But Akiyama wasn't finished, extracting 300 million yen from Yokoya's reserves
37:56
with a clever anticipation via checks. All without a single yen officially in play. The rounds aftermath laid bare
38:01
Akyama's dominance. Now advanced despite Yokoya's vendetta, and five players were saved with his methods. Emerging from
38:07
pandemic, Akiyama immediately plunged into the most grueling challenge yet, a two-day musical chairs marathon with 2.3
38:13
billion yen at stake. The game became a brutal test of physical endurance and mental agility as he ran 30 km on the
38:19
first day alone. His body pushed to its limits while simultaneously outmaneuvering not just Yokoya, but
38:25
dangerous new opponents like Haramoto and Kimura. In this crucible of exhaustion, Akayama
38:31
performed his most astonishing economic alchemy yet, transforming the game's worthless trash metals into instruments
38:36
of liberation. Through a meticulously calculated redistribution strategy, he engineered
38:42
100 million windfalls for nine struggling players while securing 1.4 billion yen for his inner circle. Enough
38:48

to free two key allies from their debts entirely. Even Nyo, relentlessly targeted throughout the competition,
38:54
walked away with 300 million yen protected. The physical toll was staggering. Days spent sprinting between
39:00
chairs, every moment recalculating odds. Yet, Akyama's brilliance shone through
39:05
the fatigue. He weaponized the game's own mechanics. The dealers stared in disbelief at their empty ledgers,
39:11
Akiyama had ensured zero profit for the corporation by leaving no valuable medals in Fatso's possession. However,
39:17
after emerging victorious, the woman Akyama was representing in the tournament asked him to quit because her
39:23
constant worries, Akiyama, not wanting to make suffer a woman for his actions, repaid the debts, allowing her to not
39:28
worry about a single yen in debt. And here, Akyama displayed his contingency for his martyr operation. A week later,
39:35
in the third revival round, he reinvented himself as Sakai's representative, absorbing a new debt
39:40
while immediately setting to work on an audacious collective plan. applauded a
39:45
coordinated plan through his majority rule tactic, essentially holding the entire game hostage to his goals. The
39:51
results: five players walked away debtfree through his redistributed winnings while
39:56
Haramoto's unexpected act of gratitude, voluntarily paying off Sakai's debt, stood as testament to how thoroughly
40:02
Akiyama had rewritten the tournament's nature. He secured Nao's permanent elimination by covering her 312 million
40:09
yen penalty while she was officially eliminated. Through it all, the organizers ledgers
40:14
remained empty. Another revival round yielding zero profit by no losers. Another debt harvesting mechanism
40:20
transformed into an engine of mass liberation. The round's true brilliance lay in its

40:25
revelation that Akiyama's greatest weapon wasn't the debts he covered nor carried, but what he inspired, a
40:31
tournament designed to make people deceive, manipulate, and strategize to destroy the others, was transformed by
40:37
the same philosophy Akiyama amplified, turning Kimura and Harimoto, his previous enemies, into people that
40:42
recognized the purity of his actions. Days after, Akyama confronted his crulest irony yet. Now the woman he had
40:50
fought so hard to protect had willingly re-entered the tournament under the guise of saving Fukunaga. The final
40:56
qualifier unfolded as a perverse marketplace of human suffering. Its mechanics a ghost lottery followed by a
41:02
human auction with 5.7 billion yen in play. Players became both commodities
41:07
and bidters in this twisted economy. And Akiyama's plan to buy Now's freedom was interrupted by a Yukoya who seized the
41:13
moment to outbid him in an act of vengeance for their past clashes. Yet, even in apparent defeat, Akiama's genius
41:19
found a way. His suicidal strategy identified three cash-rich players who could absorb the 200 million yen
41:25
elimination penalty and manipulated the auctions dynamics to ensure they would be the ones disqualified. It was a
41:31
ruthless calculus, sacrificing those who could afford it to shield the truly vulnerable. The 990 million yen he
41:38
secured wasn't just a consolation prize. It was ammunition for the final battle, extracted from a system designed to
41:43
break its participants. As the auction concluded with now still trapped and Yokoya savoring his petty
41:49
victory, the stage was set for the last and most devastating play. Akyama would have to destroy the game itself to

41:55
achieve what even his brilliance couldn't accomplish within its rules. After the qualifier concluded, Akyama
42:01
assessed the situation among the other finalists and determined that at least 2 billion yen would be needed to save them
42:07
since he was sure of the corporation's connections with the black market. In the worst case scenario, his contingency
42:13
was to shoulder everyone's debts himself, making him the sole loser and the only asset the LGT corporation could
42:19
exploit. However, Akyama also went as far as predicting that the organizers, who had remained neutral during the
42:25
previous rounds, would eventually move to destroy his plan. And indeed, that's what happened. In the final game, the
42:33
corporation introduced a debt system designed to dismantle his NPL plan, confiscating the money earned during the
42:39
qualifier while still imposing a 300 million yen debt. On top of that, for
42:44
the first time, the game was no longer zero sum, but structured so that only the ultimate winner could claim the
42:50
prize. Even then, the winnings were nowhere near enough to save every participant, completely shattering
42:55
Akyama's NPL plan. Also, why would the Liar Game Corporation set up an aggressive debt system to counter
43:01
Akiyama's plan? The answer is simple. Their goal was to sell as many players as possible in the black market so they
43:08
would experience the same horrors as the losers of the book, which proves the life and death stakes of the Liar Game
43:14
were real. For the first time, his non-performing loan plan seemed impossible until he realized the
43:20
ultimate loophole. If the game couldn't declare a winner, it couldn't enforce any debts. What
43:26

followed was a masterstroke of game theory. Akyama engineered a perfect stalemate, manipulating alliances and
43:32
resource distribution until the adjudicators faced an irresolvable mathematical deadlock.
43:38
Even when granted extra life tokens to break the impass, he recalculated the equilibrium to maintain balance.
43:45
The corporation's entire architecture crumbled in that moment. Without a victor, their contractual mechanisms
43:50
were pointless. The fallout was catastrophic for the organization. They had no option but to cancel the
43:56
tournament. 15 players walked away with all debts voided. This including players that lost in several different stages
44:03
while also he finally achieved now's total and zero yen extracted from the players. The antithesis of everything
44:08
the corporation had designed. In 66 days, Ikyama saved 56 people from
44:14
financial ruin or worse and exorted 12 billion yen from the organizers which nowadays is worth 178.4 million. But the
44:23
real cost was deeper. He had played the ultimate con. Not for money, not for glory, but to ensure no one else would
44:30
suffer like his mother did. In the end, the greatest liar in the liar game wasn't a cheater or a fraud.
44:36
He was the man who lied to save those who needed him. Now, let's compare these two in the main categories of planning.
44:42
For planning contingency, Baku had excellent contingencies. losing to free Kiara, letting Hal win to trigger his
44:50
future memory loss, or letting the labyrinth system grow until it was ripe for takeover. Even major disruptions
44:56
like the Carame intervention, Leap's second contingency, ideal stealing the 50 billion, or Lo hijacking the
45:02

surpassing the leader spot didn't collapse his plan. They just caused him to pivot and exploit new angles.
45:08
Akayama's contingency work is impressive, especially his real-time adaptations. But Baku's ability to
45:13
integrate setbacks into his long-term structure makes his contingency planning more fundamentally robust and predictive. So Baku takes this for
45:21
planning versatility. Baku had excellent versatility because his strategies operated across political manipulation,
45:27
psychological warfare, organizational infiltration, and long-term social engineering. He could weaponize people,
45:33
systems, and even mass media, adapting his tactics. Whether dealing with Hal, Kakaru, or the ideal organization,
45:41
Akyama was incredibly adaptive within the game environment, but his versatility was mostly confined to the liar games rule-based scenarios. Baku's
45:48
ability to shift gears across vastly different arenas, legal, criminal, psychological, and strategic gives him
45:54
the edge in planning versatility. For planning formulation speed, Baku is a master of long-term planning, setting up
46:00
chain reactions years ahead. He adjusts well, but prefers premeditation.
46:06
Akyama's planning speed is borderline superhuman. He quickly created the model of his non-performing loan plan and had
46:12
to plan and strategize for every game without previous information, which means he had to strategize every round he faced to go along with his
46:18
non-performing loan plan, which makes his formulation speed ridiculous. So, he takes this for planning coverage. Baku's
46:24
plan covered massive ground. from kakaroo manipulating media, altering elite institutions. Akiyama's plan had
46:31
slightly narrower structural coverage, but emotionally and ethically it was broader. He protected individuals,
46:38

disrupted an entire profit machine, took into account the debts of the players, the best method to save as most people
46:43
in the tournament, etc. This one is close because both covered as much as they could given their goals, but I
46:49
would say Baku's coverage is slightly superior for planning intricacies. Baku's decade long scheme was deeply
46:56
intricate. He layered psychological traps, political manipulations, and multi-step deceptions across a timeline
47:02
that spanned a decade. Freeing Kiara by losing a game, planning ideas into Sasaoka, and even rrooting national
47:09
broadcasts were all woven into one master arc. However, I think Akyama's planning is more intricate. We are
47:15
talking that every single manipulation tactic, every strategy, every scheme, every layer he designed within the
47:20
tournament was made up for his plan. The complexity of Akyama's tactics are in another level. For that reason, taking
47:26
in account everything he did in every single round aligned with his NPL plan. The intricacies of his plan are superb.
47:33
So, Akyama takes this. For planning aim, Baku's aim is abstract due to his
47:39
philosophy of life being a gamble. We can say the aim of his plan was to have the greatest gamble of his life, the
47:44
most amusing event, but also achieve Kakaru's control for his greater goal. Despite these interpretations, what's
47:50
clear is that Baku had the next main objectives, get his alibi from the first surpassing the leader stolen, fulfill
47:55
the conditions to play surpassing the leader, and win against how exploiting his memory loss to this way become the
48:00
leader of Kru. On the other hand, Akyama had the next objectives. Protect now Kanzaki from the
48:07

liar game. Extort as much money during the rounds to cover the debts of others, accumulate a personal martyr debt, and
48:12
make sure the winner of the rounds doesn't withdraw. So, the corporation makes no profit. All of this to achieve
48:17
the liar game's destruction. The aim Akiyama used the destruction of the Liar Game are more impressive than Baku's. We
48:23
are talking that in a tournament of deception and constant betrayals, Akiyama had to save as many as he could.
48:29
He had to protect Nile while she continuously assisted the rounds even after being saved by Akiyama. Which
48:35
means Akyama had to adapt and create a way to protect her. Had to calculate when was the best time to lose or win a
48:40
game based on the potential benefits for his NPL plan while securing the corporation made no profit.
48:46
In a tournament of deception, Akyama had to strategize every round to accomplish these ridiculous objectives to secure
48:52
his goal. So, Akyama takes this for planning resilience. Baku's plans proved to be highly resilient. Even when major
48:59
disruptions hit, like the theft of the 50 billion or the ban by ideal, he stayed the course and realigned his plan
49:05
around these new obstacles. He absorbed blows without collapsing. Still, Akyama's resilience is on another
49:12
level. For 66 straight days, he endured tons of betrayals, physical exhaustion,
49:18
massive financial debt, unpredictable games, Yakoya's constant vendettas
49:23
against now, and the immense intellectual adversity he faced in every game, yet never abandoned his moral or
49:28
strategic compass. And even when the rules were designed so he could not save everyone nor destroy the liar corporation, he still found a way, which
49:36
shows how ridiculous his planning resilience is. for planning invincibility.

49:42
Before deciding who takes this, there is something worth mentioning. These two plans proved to be invincible.
49:48
Constantly adapting, shielding, resisting, and succeeding. Both allowed Baku and Aki to achieve their goal.
49:55
Baku, despite planning for a decade marked with constant and unpredictable changes, was able to manage the
50:00
invincibility of his plan. As the top planner he is, he emerged as the victorious in every phase of his plan.
50:06
Despite the interferences and loopholes created by these, he managed to quickly recover and adapt. However, a factor I
50:13
want to point out if Baku had years to plan with advance. Akiama's invincibility on the other hand seems
50:18
more mind-blowing as he had zero time, no prep, no resources, no internal
50:24
knowledge of the corporation, zero information about the games, no information about the participants. And
50:30
yet, despite this huge adversity, he created a scheme to win round by round, weakening the corporation. And even when
50:36
they decided to stop Akiyama's plan in the last game, Akiama created a miraculous method to achieve his
50:41
non-performing loan and the destruction of both the Liar Game and the Liar Game Corporation. The more time you have to
50:47
do planification, the highest chances to assure the invincibility of your plan. The less time you must plan, the more
50:52
likely your plan will collapse. For that simple reason, Akyama takes planning invincibility.
50:58
Now, let's compare it using our own metrics for logical tier. I think Baku takes it because he not
51:04
only operated his decade plan with pure systematic logic but also abstract logic which makes it slightly harder to
51:10

conceive. For complexity tier, Akyama takes it. His feet has more layers and incorporates every tactic he used
51:16
through the liar game. For resources management, both Baku and Akiyama had zero resources to execute their plan.
51:23
They started with zero. However, Baku had a resource. Aki didn't had time. Years to sit and think about everything
51:30
involved his plan. For that reason, Aki takes it because he had no resources, only debt, stress, and time constraints,
51:37
yet still dismantled a trillionaire backed death game using intellect alone. For complexity of the situation, Akyama
51:43
takes it because he was bound by rigid game rules, uh, limited time, and was constantly under surveillance, yet
51:48
altered every outcome to favor collective salvation. For adversity force, both faced great intellectual
51:54
adversity. Akiyama facing Fukunaga, Haramoto, Kimura and Yokoya while Baku faced Amaki, Sutaguma, Lalo and Hal. I
52:02
will give the edge to intellectual adversity to Baku. Although it is close for situation hostility, Baku takes it
52:08
because his plan consisted in losing the first, surpassing the leader, which means he also lost his right to be alive. And later on, he had to put his
52:14
life on the line actively to achieve his future goals. Akyama also put his life in the line with his plan, but the
52:20
consequences were not as brutal or hostile as Baku's. Feel free to pause your screen to read the results of feat
52:25
consistency. Finally, countering. While it is true the plans of both Baku
52:31
and Aki were tried to be counter, Akiyama's plan suffered more attempts to be countered. This was because his
52:36
enemies, both players and the corporation, knew about his planning scheme. Yakoya actively tried to make
52:42

now lose. Actively sought to defeat Akyama's plans to save everyone. And even the Liar Game Corporation put in
52:47
track a final game that would not allow Akiyama to use his NPL plan to achieve his goals. Yet despite this tremendous
52:54
countering, he ended up victorious every single time. Baku, on the other hand, faced adversity but was not as active as
53:00
Akyama. This is because of a simple reason. Nobody had any idea about his planning, which caused others to not
53:06
actively try to destroy his plan, but rather disrupt small steps on it. That being said, I think Baku's plan is
53:11
hardest to counter simply because of the time he countered with the planification and influence building he built across,
53:18
plus uh the time he had to plan make his plan slightly harder to counter. So,
53:24
Baku takes this. After this, I think it's obvious these two plans are extremely on par, and the result can go
53:31
either way. However, Baku takes long-term planning with extreme difficulty over Akyama.
53:37
Akyama took short-term planning with extreme diff and Baku took long-term planning with extreme difficulty. So
53:43
planning is it could go either way between these two. But we must decide a winner and I think the winner is Baku
53:49
just because his decade plan coverage. So Baku takes overall planning against Akyama with extreme difficulty.
Strategy
53:58
Baku's goal with his strategy was simple. become the dropper at 8:59 a.m.,
54:03
which would result in using the extra second to trick Hal. To use the leap second effectively, he had to accumulate
54:09
Hal's lethal drug throughout the game to ensure Hal dies after falling for the leap second.
54:15
In the first half of the game, Baku intentionally fails his check to understand the game's pacing. This is a

54:20
calculated risk to gather information about how much time the injection, revival, and resumption of the game will
54:26
take. crucial to calculating the time precisely to be the dropper at the desired minute.
54:32
Before taking the drug, Baku removed his coat, preparing for his next turn as D.
54:37
This action is part of his tactic to create ambiguity for Hal. In the second half, as D, Baku starts a mind game by
54:43
positioning himself in front of Hal, revealing only part of his necktie and his left hand. By removing his coat
54:49
earlier, he creates uncertainty about whether he is holding the handkerchief or the necktie. This forces Howal to waste time analyzing the situation. Baku
54:56
starts accumulating Hal's lethal drug, setting the foundation for the leapsec efficacy, achieving 24 seconds worth of
55:02
lethal drug. During the second round, Baku adopts a cautious approach, believing Hal won't
55:08
drop the handkerchief early. Hal, anticipating Baku's caution, drops the handkerchief at the 35th second to test
55:14
Baku's response. Baku does not check until the end, reinforcing Hal's belief that he is playing it safe. In the
55:19
second half as D, Baku holds the handkerchief, but Hal checks after 5 seconds, which results in a failed check
55:25
and prevents Baku from accumulating more of his time. In the first half of the third round, Baku devises a three
55:30
near-death strategy to manage his time and stay within survivable limits. He decides to play it safe, accumulating
55:36
only 4 seconds of near-death time. When Hal drops the handkerchief at the 56th second during the second half as D, Baku
55:43
drops the handkerchief at the 24th second to conceal his leapse second strategy from Hal. Howal plays it safe,
55:49

accumulating 36 seconds of near-death time. In the first half of the fourth round, Baku aims to fail his check to
55:55
enter the leapse second route, but does not want Hal to suspect his plan. He checks at 10 seconds, but Hal drops the
56:01
handkerchief at 7 seconds, which prevents Baku from entering the leapse second route. In the second half, as D,
56:06
Baku instantly drops the handkerchief to accumulate Hal's lethal drug. Hal checks at the 34th second, which results in a
56:12
worthy accumulation of the drug. In the fifth round, Baku checks instantly to enter the leapse second route, but Hal
56:17
blocks him again. As D, Baku drops the handkerchief instantly and Hal checks at 15 seconds, which even though it is only
56:23
a few seconds, is valid for accumulating his drug. In the sixth round's first half, Baku checks instantly and Hal does
56:29
not drop the handkerchief, which results in Baku being injected. After all this procedure, Baku is now in the leap
56:35
second route. In the second half, Baku drops the handkerchief instantly to accumulate more of the drug. However,
56:40
Hal uses echolocation and checks 8 seconds after which blocks a long time accumulation.
56:46
During the seventh round, Baku realizes he can increase Hal's TDD by making Hal die for over 2 minutes. Hal drops the
56:52
handkerchief instantly. Baku checks at 59 seconds, so he accumulates 60 seconds of near-death time. In the second half,
56:58
Baku deduces that Hal is using echolocation and adjusts his strategy accordingly by flattening the
57:03
handkerchief and sitting on it, which prevents Hal from using echolocation effectively. However, Hal sees through
57:09
this and checks instantly, accumulating only 1 second, which again blocks Baku's second goal. In the eighth round, Hal
57:15

drops the handkerchief at 5 seconds. Baku plays it safe and checks at the end, accumulating 55 seconds. Baku's
57:22
total accumulation now exceeds the 5-minute threshold, which means secure death. In the second half, Hal checks
57:28
immediately and fails, which results in a total near-death time of 2 minutes and 34 seconds, emptying his cylinder
57:33
accumulation. Finally, in the ninth round, Hal drops the handkerchief instantly. Baku does a
57:39
safe check and accumulates 60 seconds, bringing his total accumulation to 5 minutes and 28 seconds. In the second
57:45
half, which is played at 8:59 a.m., Baku is the dropper, achieving his strategic goal. Baku waits for Howal to turn
57:52
around at the 60th second and finally drops the handkerchief, exploiting the extra 1 second of the leapse second.
57:59
With this, Baku is able to become the winner of the game.
58:04
Akiyama's goals in musical chairs aligned with his NPL plan, which means Akiama needed to create a global
58:10
economic profit so the players can pay their debts while protecting now and preventing the winner of the game from
58:16
paying the money withdrawal to the Liar Game Corporation. At the beginning of the game, he had to build a strong
58:21
alliance to control the game, manipulate other factions, specifically Haramoto and Yukoya into weakening each other,
58:29
create a faction made with the Gaas so he could manipulate the game in specific moments and generate a global economic
58:35
profit so players could repay the game debt of 100 million yen. Akyama compares the game to Japan's fragmented history
58:42
where alliances and power dynamics determine success. He recognizes that controlling chairs, votes, and alliances
58:48

is key to winning. He predicts that factions will form and wage war similar to historical nations. To create his
58:55
faction, Akiyama establishes a system where each team member shares three medals with others, fostering unity and
59:00
ensuring shared victory or defeat. Akayyama identifies Baldi as a potential ally due to his lack of a team and the
59:06
fact that he stole Fore's chair. He manipulates body by threatening to eliminate his chair if he doesn't join
59:12
while offering the benefits of shared medals and guaranteed chairs. This way, he builds a team of five people, giving
59:18
him numerical superiority. However, Akyama realizes in the later rounds that Haroto's faction has gained
59:25
an extra vote, which means Haramoto has a secret member, a fact that will be crucial for his upcoming strategy. Later
59:32
in the game, Haramoto and Yokoya form an alliance to destroy Akiyama, who was the biggest threat at that moment. Akiama
59:39
observes how this alliance works. They deliver a paper with three numbers each which they will have to discard or agree
59:44
on to eliminate in the upcoming election. At this point, the game is under the total control of the Yokoya
59:50
and Haramoto faction. However, Akyama decides that combating them directly is not the best approach since he can
59:56
destroy this alliance indirectly by simply boycotting elections. Akyama decides his faction will stop voting,
1:00:02
removing the greater evil and causing Haramoto and Yokoya's alliance to break. Now that Akyama has decided not to
1:00:08
control the game via elections, the best Haramoto and Yokoya can do is start a war between themselves since they
1:00:13
possess crucial information on each other's possible chair numbers. It's only a matter of time before the first faction to strike gains the upper hand.

1:00:19
And it happens, creating a conflict between Haramoto and Yokoya. While abstaining from the elections, Akiyama
1:00:25
contacts Shima, a regular Gaia, and proposes a deal. Akyama uses two medals from each member of his team to buy
1:00:31
Shima's cooperation. However, he will only give these medals to him after he completes specific tasks. Akyama tells
1:00:37
Shima to reunite the Gaas and convince them to work together to maximize their profit in the game. The Gaas are essential because their votes are valid
1:00:43
in the presidential elections. They possess the power to decide who wins or loses. Additionally, the Gaia can
1:00:49
identify which medals are worthless and which are valuable by comparing the different types they've acquired so far,
1:00:54
allowing them to deduce each faction's intended last man sitting. This knowledge enables them to sell their
1:01:00
votes for the most valuable medals. Akyama instructs Shima to tell the guaas that he will collect the trash medals
1:01:05
they've accumulated, but they should each keep one trash metal of each type. This results in Shima acquiring all the
1:01:11
trash medals in the game while the guaas retain one trash metal of each type. Later, when Shima and Akyama meet again,
1:01:16
Shima gives Akyama all the trash medals he collected. And in exchange for his work, Akyama gives Shima the promised
1:01:22
medals. The purpose of this action was simple. Akyama recognized that musical chairs by its nature would strip nearly
1:01:28
all metals from the winner, resulting in minimal economic profit. Instead of striving to win, Akyama speculated that
1:01:34
if he could make the owner of the most trash medals the finalist, he and most players could maximize their earnings.
1:01:40

After the events of day one, the final election resulted in one of Akyama's chairs being eliminated, meaning one of
1:01:45
his teammates would have to become a Gaia the next day. Akyama then sends now to negotiate with the other factions.
1:01:51
However, he is certain now won't reach any agreement. His secret was to keep the leaders of the two enemy factions,
1:01:57
Yokoya and Haramoto, awake all night, watching for any potential agreements.
1:02:03
All players had run more than 30 km that first day. But Akyama wants to ensure Yokoya and Haramoto are completely
1:02:09
exhausted for the final day, particularly Yokoya, whom he is targeting as the finalist. The reason
1:02:15
for this will be explained later. His team has a tense discussion about who will become the Gaia. During this
1:02:22
conversation, Waldi voices his refusal to be eliminated, threatening to leak valuable information to their enemies if
1:02:27
he is forced out. This leads Akiyama to theorize a possible betrayal scenario. He anticipates that if Baldi defects to
1:02:34
Yakoya and provides crucial information, the game will develop in a way that aligns with his strategic goals. At this
1:02:40
point, Akayama's objective is to make one of Yokoya's teammates the finalist. Why Yokoya's team specifically? During
1:02:46
the first day, Yokoya and Haramoto's factions delivered the most trash medals. However, Haramoto had four
1:02:52
allies, meaning fewer trash metals were used per person compared to Yakoya, who only had two teammates. Yakoya's faction
1:02:59
spent nearly all their trash medals buying Gaia support. This means Akyama possessed the most trash medals
1:03:04
belonging to Yakoya's teammates, Fatso and Bangs. Nine of their medals had been distributed among the Gaia by Shima as
1:03:11

Akiyama had instructed. Therefore, Akyama needed to ensure one of these players reached the final stage and won.
1:03:18
Akiama appeared to agree with Baldi not becoming an extra, but in reality, he was already preparing to disrupt his
1:03:24
strategy. He pretended to agree to prevent Baldi from betraying them first and stealing two chairs. To mitigate
1:03:30
this risk, Akyama planned to verify the chair location Baldi provided the next day. Once confirmed as legitimate, he
1:03:36
would feed Baldi a fake chair location, minimizing future damage. With Baldi's betrayal in mind, Akiyama predicts Baldi
1:03:42
will leak chair numbers to Yakoya. He is certain Baldi will choose Yakoya because Yakoya's faction has fewer members and
1:03:47
would gladly exchange medals for such valuable information. Additionally, Baldi has witnessed Yakoya's intellect
1:03:52
in previous games and trust him to use the information effectively. Akyama predicts Yokoya will use this intel to
1:03:58
destabilize Haroto and take control of the game. He is certain Yokoya will dominate afterward due to the NG game.
1:04:05
Having abductively reasoned a loophole to minimize risk by using a number that isn't theirs, they could deceive the
1:04:10
other side. Akyama is confident both Haramoto and Yokoya have hidden some of their real
1:04:16
numbers. After Baldi's leak, Yokoya will realize Haramoto lied about his numbers, proving he planned to betray him.
1:04:23
Combined with their existing grudge from previous betrayals, Yokoya will no longer need Harimoto and will instead
1:04:28
aim to eliminate him entirely, especially since Akiyama is no longer a threat due to his absence from elections
1:04:33
and his leaked numbers. Akiyama is sure Yokoya will take control of the NG game with Harimoto to strike first, winning
1:04:40

the elections and eliminating Harimoto's chair. After this, Yokoya will have two options. Declare war on Haramoto or
1:04:46
attempt to reconcile, claiming the chair elimination was a miscommunication. Knowing Yokoya's deceptive nature, Akima
1:04:52
is certain he will choose the latter. This will result in one of Haramoto's faction becoming a Gaia, proving that
1:04:58
abstaining from elections is not a viable way to earn medals. Consequently, the Gaas might disobey Shima and rejoin
1:05:03
the elections. Akyama must prevent this at all costs as his next goal is to push Yakoya to near collapse, forcing him to
1:05:10
buy Gaia support to secure two finalist spots, which is crucial for Akyama's strategy. To avoid this, Akyama
1:05:16
instructs Shima to lie, telling the Gaas that Haramoto's member became a Gaia because Yokoya eliminated one of
1:05:21
Akiyama's chairs, and Akiama quickly stole one of Haroto's in retaliation. This explanation will plate the Gaia and
1:05:28
allow him to proceed with his plan, Yokoya's near collapse. Based on Yokoya's history of betrayal, Akyama
1:05:34
predicts Haramoto will anticipate deception after Yokoya wins the NG game again. Harimoto will command his allies
1:05:39
to vote for one of them, causing a tie between now and one of Haramoto's crew, both with five votes. This will expose
1:05:46
Shima's lie to the Gaas and jeopardize his leadership. Akyama predicts a re-election will occur, conducted with
1:05:52
the same voters, meaning the Gaas cannot participate, preventing any disruption to his goal. He considers that Yokoya
1:05:58
and Harimoto might attempt to negotiate again to win the re-elections, but is certain their cooperation will fail.
1:06:03
Both prioritize becoming the final winner over finding a mutually profitable solution, and their history of betrayals makes renegotiation

1:06:09
unlikely. This will force Haroto and Yokoya to rely on Akiyama's votes, offering support in exchange for
1:06:16
eliminating a specific chair. Akiama foresees that eliminating Yokoya's chair is more beneficial, even if it
1:06:23
sacrifices one of Yokoya's teammates, as it will force Yokoya to take drastic action to regain control and defeat
1:06:29
Haramto, securing two finalist spots and exactly what Akyama wants. After this,
1:06:34
he predicts Yokoya will attempt to buy Gaia votes or locate the Gaia leader to avoid defeat. Akama anticipates Yokoya
1:06:41
bribing Shima, who would accept due to the inconveniences Akyama caused him. If Yokoya gains Gaia support, he will
1:06:48
easily deduce Harimoto's secret ally, Sakai, and exploit this weakness. Akyama
1:06:54
knew from the beginning that Haramoto had a hidden ally and identified Sakai once he accessed the trash medals. With
1:07:00
Gaia support, Yokoya could bribe Sakai, obtaining his vote and information about Haramoto's next chair number, allowing
1:07:06
him to win the next election and eliminate Haramoto's seat, securing total victory. If all unfolds as
1:07:13
predicted, the remaining players will be Akiyama. Nao, Sakai, Yokoya, and one of
1:07:18
his allies. Yokoya will then eliminate the remaining non-allied chairs, cornering Akiama's faction. Before
1:07:25
Yokoya can fully eliminate them, Akiyama makes his move. He approaches the Gaia, explaining that nine of them hold the
1:07:31
medals of the remaining finalist. To prevent Yokoya from sitting, they must form a human wall, blocking him while
1:07:37
his ally sits to avoid Akiyama's re-entry. Akyama is certain the Gaas will cooperate. However, there's a
1:07:44

chance Yokoya escapes the wall. So, Akiyama reduces this possibility to zero. After processing all this
1:07:50
information overnight, Akyama knows exactly how the game will unfold the next day. With his winning strategy
1:07:55
formulated, he proceeds to betray Baldi. Everything Akyama calculated happens
1:08:00
exactly as predicted. Once Yokoya, Fatso, and now are the finalists, Akyama mobilizes the Gaas to execute the human
1:08:07
wall, blocking Yokoya and ensuring Fatso's victory. Also during the human wall, why did Akiyama stay outside the
1:08:14
circle? Normally, the more people, the harder it is to break, but Akyama stayed out to
1:08:20
prevent any bribery attempts by Yokoya. With the Fatso medals outside the circle
1:08:26
with him, he could outmatch any medal Yakoya could offer. Since Akyama already
1:08:31
knew Yokoya's bribing tactics from the pandemic game, he was prepared. If Yakoya tried to use his checks, he'd
1:08:38
have to write them down, giving Akiyama the chance to slip in from behind and take his pen. In short, Akyama stayed
1:08:44
outside to block any out bribing attempts, something Yokoya ultimately avoided, recognizing the strength of
1:08:50
Akyama's outside position. A common misconception is that Yokoya
1:08:55
made a mistake by telling Fatso not to sit. With two chairs remaining, both Yokoya, he could have sat alone and won.
1:09:04
However, the situation was more complex. With three players in two chairs, leaving one unused allows the third
1:09:10
player now to steal it. Yokoya knew Akyama's team could bribe Gaas to track and steal a chair. Since chairs detect
1:09:16
players, a Gaia sitting on one would not register, making it stealable. Thus, Yokoya's best option was to eliminate
1:09:23
now by having both himself and Fatso sit, then win the final election. Akama

1:09:28
accounted for this, knowing Fatso would sit regardless. By blocking Yokoya, Fatso automatically wins, converting 23
1:09:35
worthless medals into 2.3 billion yen. The Gaia earned 900 million while Akiama's faction secured 1.4 billion.
1:09:43
With this strategy, Akiama flawlessly dominated the most chaotic game in the liar game, saving nine players from
1:09:48
debt, protecting now, and ensuring the official winner couldn't pay the withdrawal. Now, let's discuss who takes the main strategic categories
1:09:56
for strategy complexity and depth. Baku's strategy relies on precise temporal manipulation and psychological
1:10:03
misdirection centering on a single decisive maneuver, the leapse second.
1:10:09
While sophisticated in execution, its scope remains confined to binary interactions between two players.
1:10:15
Akyama's framework operates at a systemic level, integrating alliance dynamics, their formation, manipulation,
1:10:21
and controlled dissolution, economic warfare through metal conversion, debt payment, and trash metal exploitation,
1:10:28
and metagame control like fatigue inducement, electoral sabotage, and information asymmetry.
1:10:34
Akiama's strategic depth lies in its multi-layered game theory, modeling multiple factions, thinking laterally to
1:10:40
find a winning method that aligns with his NPL plan, predicting cascading betrayals, inducing tiredness in his
1:10:46
opponents, and manipulating the development of the game with few actions. Compared to chess, this isn't
1:10:51
just chess. It's playing three chess games at once where every move in one affects the others. Baku manipulated one
1:10:58
person's perception. Akyama engineered group psychology, brokered alliances, induced exhaustion, manufactured
1:11:04

distrust. Managing these many cognitive variables is exponentially harder than managing the leap-second route. Baku
1:11:10
played within the rules. Akayyama rewrote them without breaking them. Turned abstension into a weapon,
1:11:16
exploited chair mechanics, hijacked the economy of the game. In conclusion, Baku's strategy was a flawless cut.
1:11:22
Akayyama was a self-sustaining engine of chaos where every component fed into an unstoppable endgame. That's why Akyama
1:11:29
takes complexity with very high difficulty. He wasn't just playing the game. He was redesigning it from the
1:11:34
inside. For strategic foresight, foresight and strategy isn't just about predicting the next move. It's about
1:11:40
orchestrating events so far in advance that opponents unknowingly work for you. Baku sometimes anticipated how's
1:11:46
reactions, but Akiyama engineered an entire self-fulfilling prophecy. His foresight operated on a higher level.
1:11:53
Baku studied how's behavior to time his leap second. Akiama didn't just predict actions. He designed the triggers that
1:11:59
guaranteed them. He was pre-writing the script for others to follow. Baku's foresight spanned minutes. Akyama
1:12:05
spanned the two days of the game with each phase setting up the next. Baku's brilliance was in precision timing.
1:12:12
Akyama's foresight was dominance. If opponents zigged, he'd already planned for it. If they zagged, their
1:12:18
counterplay was part of his blueprint. Even their successes were traps. Baku
1:12:23
saw the path to victory. Akiyama designed the terrain so victory was the only possible outcome. So he takes this
1:12:30
with very high difficulty for strategy shielding. Strategic shielding refers to a plan's ability to protect itself from
1:12:36

disruption. Whether through counter plays, unexpected variables, or opponent interference.
1:12:42
Baku in his strategy faced several moments where his strategy lacked the shielding to secure Hal's drug accumulation and was not allowed to
1:12:49
secure entering his leapse second route. In fact, whether you believe Hal noticed the leap second or not, it was Hal's
1:12:56
failed check that allowed Baku to enter the route, not Baku's own ability to shield his route spot. While Akiyama's
1:13:02
shielding was flawless, he mainly shielded his strategy via three spots. Boycotted the elections, which prevented
1:13:08
his early elimination and secured his spot as a player for the next day, which was crucial to secure with his own power
1:13:13
that Yokoya's ally ended up as a finalist. Later, he shielded the possibility of Yokoya escaping the human
1:13:19
wall by sending Nao, which caused him sleep deprivation and induced severe tiredness. And in the endame, he
1:13:26
shielded his strategy from Gaia interference, ensuring they were not present for the 18th round and therefore
1:13:31
the election, which gave him enough power to be the one deciding the winner of the round. This pushed Yakoya to a
1:13:36
critical situation where he had to buy Gaia votes, which shielded any disruption of Yokoya not securing his top two spots. So yeah, Akyama shielded
1:13:44
his strategy way better than Baku. So he takes this with high diff for strategy control. Baku controlled time and some
1:13:50
of Hal's actions. Akyama controlled the game's foundational systems, economic control, political control,
1:13:56
informationational control. This isn't just influencing players. He was hijacking the game's operating system. Baku tricked Hal into predictable
1:14:02
reactions. Akiyama removed free will entirely. Yakoya chose to use his resources on Gaia votes because Akiyama
1:14:08

made it the only option and Yakoya was unaware this move was crafted by Akiyama. Haramoto chose to betray Yakoya
1:14:14
because Akiyama stoked his paranoia. Yakoya decided to strike back on Haramoto because Akiama fed him
1:14:20
information. Baldi chose to betray Akiyama because Akiyama built up this betrayal. Shima brings the trash medals
1:14:27
to Akiyama because he gave him false pretext to do so. Sakai decided to betray Haramoto because Akyama pushed
1:14:33
Yokoya into contacting him. Yokoya chose to stay awake the whole night because Akiyama made him do so. Literally
1:14:40
everything that happened during this game was under Akiyama's total control. But his control was not only during the
1:14:45
game. It was also postgame since it made the Liar Game Corporation's victory hollow by the winner not withdrawing due
1:14:51
to lack of resources. Secured now could repay her total debt and the Gaia could pay the debt of the game itself. This
1:14:57
surpasses Baku's control. Baku mastered a single moment. Akama mastered the entire continuum of play. That's control
1:15:04
as total strategic sovereignty. Not just strategizing to win, but designing a scenario where winning is inevitable.
1:15:11
For strategy effectiveness, effectiveness and strategy isn't just about winning. It's about maximizing
1:15:17
outcomes while minimizing vulnerabilities. Baku's strategy was efficient, achieving victory with precision. Akyama's was
1:15:24
optimally effective, ensuring total success across every possible metric. Baku had one objective, kill at 8:59
1:15:31
a.m. Success was binary. Either he timed it right or failed. Akiama had to secure
1:15:37
effectiveness in five different scenarios. Financial by turning the trash medals into 2.3 billion. Political
1:15:43

by controlling the elections outcomes, securing his target as the winner. Structural by breaking the Liar Game
1:15:49
Corporation's payout system, part of his NPL plan. Psychological, making Yokoya think he was winning until the final
1:15:55
move. Social, ensuring nine players escape debt. That's effectiveness as
1:16:01
total strategic overmatch. Not just doing things right, but doing the right things so perfectly that defeat becomes
1:16:07
impossible. So, Akama takes this with high difficulty for strategy building and alignment. Baku constructed a single
1:16:14
brilliant trick, the leap second, and built the entering route for it, although with a lot of inconveniences.
1:16:21
Akyama, on the other hand, built an entire strategic ecosystem. Built alliances designed to prevail and
1:16:28
self-destruct when needed. Built economy by weaponizing trash metals. Built
1:16:33
enemies psychology by breaking them via fatigue and paranoia. Built rules mechanics. Turned abstension Gaia votes
1:16:40
and blocking into weapons. It's a self-sustaining engine of control where every piece exists to serve multiple purposes. So he takes this with high
1:16:47
diff. For strategy length, this goes to Akyama. Midiff, no doubts. Akyama designed a strategy with enough length
1:16:53
to control the game over two whole days. while Baku designed one to control a few rounds till the leap second. Finally,
1:16:58
strategy adaptability. Both showed great adaptability. Baku adjusted tactics to accumulate house drug or enter the leap
1:17:05
second. Akiama adjusted tactics to dismantle his enemies. Adapted tactics to win political control of the game via
1:17:10
the guy alliance. Adjusted the events of day two making Baldi betray him etc. Now for the other categories, Akyama takes
1:17:17

logical tier no doubts. I don't think I need to give explanations why after the previous analysis. Akyama before takes
1:17:23
strategy complexity. So he obviously takes complexity tier again. For resource management, Baku had the huge
1:17:29
advantage of choosing the day the game would be played. So he had enough resources to create the leap second as a viable option. Akyama was in a game
1:17:36
where the winner would have to give many of his medals to secure votes in an environment of betrayals where he had to build up the resources to make everyone
1:17:42
take a piece of the cake. But he couldn't allow anyone to know how. With two medals from each member of his team,
1:17:48
he hijacked all the trash medals of the game. Turned disadvantageous situations into resources for him to win. So he
1:17:54
takes resource management. Complexity of the situation goes to Baku. He played a more rule restricted game. Adversary
1:18:02
force. Akyama faced Yakoya, Kimura, and Haramoto. Extremely sharp individuals.
1:18:08
Hal is individually smarter than them, but combined. Akyama faced an alliance where these three work together. So, I
1:18:15
think he takes adversary force via quantity because not only are they three, but they are also ridiculously smart. For situation hostility, it goes
1:18:22
to Baku because dropped the handkerchief is a lethal game. You can pause your screen to read the consistency results.
1:18:28
Finally, we have countering. Baku's leap second strategy was countered many times by Hal. However, the lack of control
1:18:34
Baku had with his strategy makes it a strategy that is easy to disrupt by a miscalculation or perfect play by
1:18:41
someone. It is totally possible to deny Baku access to the leap second route.
1:18:46
A strategy that can be prevented from happening via mistakes of the enemy makes it a counterable strategy. Now,
1:18:52

let's not even consider if someone knows about the leap second and plays to counter its entrance or the total drug accumulation.
1:18:58
Baku's strategy is not perfect. It can be countered in several ways, in several moments. Akyama's strategy is
1:19:04
bulletproof. There is no way to directly counter it. He designed the game to be in total control. Some of you will say,
1:19:12
"If Yakoya told Fatso not to sit, then what?" But I already debunked this myth.
1:19:17
Fatso had to sit that round to prevent Akyama's reinsertion in the game. So Akiyama takes countering. Based on the
1:19:25
previous distribution, Akyama's strategy is clearly superior. Redesigned the whole game, anticipated several
1:19:31
variables, aligned his gameplay with his NPL plan, and read the minds of all the players of this game. and not simply
1:19:37
mind reading. He read the minds of genius people like Yokoya, Kimura, and Haramodto. Read their thoughts and the
1:19:44
reasoning process of their future decision-making. He is the true mind readader.
1:19:49
So, the liar king takes strategy with very high difficulty over the lie eater.
Emotional Intelligence
1:19:56
After the first round ended, Baku considered the possibility that Sudiguma might be bluffing about his password
1:20:01
attempt. Sudiguma had enough information to input the correct number. Yet, Baku
1:20:06
quickly noticed a subtle detail. Suduguma put on his coat, but didn't button it. This small act suggested that
1:20:12
Sudiguma knew the game wasn't over, and he'd have to play another round. Buttoning up would be pointless since
1:20:18
he'd just have to remove the coat later to reattach the arm injector. This observation made Baku almost certain the
1:20:24
number Sudiguma gave Hugo was a bluff, designed to mislead him in later rounds. But Baku needed absolute confirmation.

1:20:32
He followed Sudiguma upstairs where no rules applied, thinking if he survived this encounter, the password was
1:20:37
definitely a trap. When Sudiguma saw him, he attacked, stabbing Baku in the eye, but deliberately letting him live.
1:20:45
This confirmed Baku's suspicion. Sudiguma still needed more information to narrow down the correct number. While
1:20:51
following Sudiguma, Baku noticed another clue. A noise came from behind them. Yet, Sudiguma looked up instead of
1:20:57
turning around. Baku later checked what was ahead. a building. He deduced
1:21:03
Sudiguma expected snipers to be watching from there. So, he avoided looking back to hide his awareness.
1:21:08
Later, Sudiguma chose the opposite stairs to return to the first floor. Why? To avoid being shot by the snipers.
1:21:16
Finally, before the attack, Baku realized Sudiguma had been leading him toward a large hole in the wall. When
1:21:22
Sudiguma struck, it wasn't just an assault. He was preventing Beu from exposing himself to the snipers in a
1:21:28
vulnerable position. This entire chain of reasoning confirmed two things. The password was a bluff, and Sudiguma still
1:21:34
needed more rounds to uncover the real number. Through this process, Biku pieced together Sudigum's intentions,
1:21:40
emotions, and external pressures, leaving no doubt that the password was a trap.
1:21:48
During his university years, Akiyama is given the task to profile the author of a mysterious card. Akiyama is able to
1:21:54
perceive the sender as a 19-year-old male with a dark and negative personality. Akiama is able to deduce it
1:22:00
for some reasons. This is a balloon card, a practice Japanese young people do with the idea of sending a letter
1:22:06

through a balloon to a stranger. With this fact, the sender would still be a young person to have a childish idea to
1:22:12
write this card. Based on this, if you were about to write a letter to someone you've never met before, you would start
1:22:17
off with a greeting and then an introduction about yourself. However, the letter contains no introduction. Why
1:22:23
did he not say anything about himself? Did he not want to? If he didn't want to, Akyama says the expressions he used
1:22:29
in the card, such as hope and courage, must have come as a result of wanting to shake off the difficult conditions that
1:22:34
surrounded him. Akyama says that is all he could deduce since from this point on he contacted someone to know the
1:22:40
identity of this person. But I quote, "It's not going to be a deduction from here on out."
1:22:46
which means all these previous things he deduced were achieved on his own, requiring great emotional perception to tell personality and age despite not
1:22:53
knowing the individual at that point. However, how could Akyama deduce correctly the age of the sender? I
1:23:00
talked with a Japanese friend of mine in order to help me understand the original letter, which is in Japanese, and see if
1:23:06
the sentence structure or syntax could give details that could narrow the age gap of the writer for Akiyama. And in
1:23:12
fact, here is how Akiyama deduced the age. Harutoa tabachi to Aratana noisetsu
1:23:19
which means spring is a season of farewells and new encounters
1:23:26
noisetsu translates as spring is a season of hope. These kinds of reflections are
1:23:31
typical of someone going through major life transitions such as finishing high school, starting college or entering the
1:23:37
workforce which usually happen around age 18 to 22.
1:23:42
Yugaku, Kurasug, Shushoku, starting school, changing classes, getting a job.

1:23:48
These are very specific to late teenage years and early adulthood. An older adult who's long past these stages is
1:23:55
unlikely to list them like this, especially in such a central way, unless they're writing about the past. The
1:24:00
writer uses polite Japanese form, but with simple sentence structure and vocabulary. This suggests someone who
1:24:06
has completed basic education but doesn't yet have the linguistic complexity or professional tone typical
1:24:11
of older adults. Teens and young adults who just finished school or are entering society are taught to use this polite
1:24:17
form, especially in letters. The writer sounds polite but not overly refined,
1:24:22
which fits a young person still learning social norms like an 18 to 19year-old. Finally, the ending line.
1:24:33
Please let me know if you read this letter. This shows a desire to be acknowledged or responded to, which may suggest some
1:24:40
emotional vulnerability or uncertainty common in people who are still forming their identity and confidence like a
1:24:46
19-year-old. With this analysis, we can understand how Akiama was able to deduce the age of the sender. since all the
1:24:52
evidence we just pointed out and the previous personality analysis Akyama did pointed to a young individual between 18
1:24:58
to 22. However, given some lines, Akiyama could narrow the gap to just 18 or 19, which he ultimately went for the
1:25:05
19-year-old intuition, and it resulted in being correct, making this a great emotional perception
1:25:11
feat since Ekyama was able to tell personality traits of the sender, beliefs, and even guessed correctly the
1:25:18
age of someone he never met or saw before. perceiving emotions through words, which is insane.
1:25:25

For logical tier, Baku takes it. His feet involves strategic thinker traits
1:25:31
using paradoxes, testing Sudiguma's bluff by provoking him, risk manipulation, such following him into a
1:25:37
hostile area, and reframing the situation, linking multiple observations to confirm the bluff. Akayama's feed is
1:25:44
more a situational problem solver deductive, but limited to profiling without layered contingencies.
1:25:50
For complexity tier, in raw emotional perception, Akiyama's feed is more complex. He's able to
1:25:57
perceive emotions via words, which is objectively more difficult than perceiving emotions from someone you have in front of you. His profiling
1:26:04
based on the balloon card tradition and the words the sender used was exceptional to the point he could determine his personality, the state of
1:26:10
his life while writing the card, and his age to perfection. For resource management, Baku takes it.
1:26:18
He pulled off this feat with no resources in his favor while Akyama was in a more favorable position. For
1:26:24
complexity of the situation, Baku takes it. No doubts he was playing bloody dy. For adversity force, Baku takes it due
1:26:30
to facing Sudiguma. For situation hostility, Baku takes it. Life or death stress. Feel free to pause your screen
1:26:37
to read the results of consistency. For countering, both feats can be counterable in a way, but to counter
1:26:43
Baku's feet, you would need more effort and awareness of his active emotional perception. For this simple reason, Baku
1:26:48
takes it. So, Baku took almost all the categories here, which doesn't make Akyama's feet bad by any means. But this
1:26:56
feat from Baku is objectively better. So, I think it's fair to say Baku takes emotional perception with high
1:27:02
difficulty over Akiyama. During the one shot, Baku is trying to

1:27:08
understand how the gamble Yaku is telling him about finished. At some point, he wants to get into the shoes of
1:27:14
Marabashi, one of the players of this gamble. When a round of this game is over based on certain actions,
1:27:20
Marabashi's neck will be pulled up by the same amount of money he has collected during that same round. This obviously as a punishment. Baku gets so
1:27:28
deep into that gamble that Baku's mind starts experiencing the sensations Marabashi went through during that game.
1:27:33
Since during that game, the bills were different than the ones used currently. Baku asks Yaku what the weight of the
1:27:39
old bill at that time was. Yaku says it shouldn't be above a gram.
1:27:44
With this information, Baku is able to understand the weight Marabashi's neck was holding and what he was experiencing
1:27:50
exactly at that moment, causing Baku severe pain. Baku's emotional understanding gets so deep that he
1:27:56
almost passes out while Yaki was telling him the development of the story, which shows how receptive he was at the
1:28:02
sensations Marobashi was dealing with at that time.
1:28:07
Before the final game started, Akiama needed to create a fake entity that he would later exploit to force the game
1:28:12
into a stalemate. However, this entity had to possess some power to make its presence dangerous in the long run.
1:28:18
Yokoya is the wealthiest person Akyama knows. He understands that Yokoya is emotionally driven to prove he is his
1:28:23
father's equal because his father is an extremely successful man. Yokoya often feels inferior to him. However, Yokoya
1:28:30
seeks an idea of domination. Akyama recognizes this stems from his upbringing as a child. He understands
1:28:36

that a rich person feels different than a regular one. And in the liar game, they are mostly driven by personal
1:28:42
motives rather than greed. In Yakoya's case, it's about seeking validation from
1:28:47
his father. Yokoya often feels he's in a position he doesn't deserve since it's because of his father he's there, not
1:28:53
his own achievements. To cope with the idea that he deserves his position, he is in the liar game to prove that his
1:28:59
status in life is irrelevant because he is a man who dominates others.
1:29:05
After this profiling and emotional understanding, Akiyama creates an entity with the same feelings and emotions as
1:29:10
Yakoya, but with a different ideology. He tells now there is a plan to save everyone, but she needs to mention very
1:29:17
specific things. Alongside Yokoya, there is a player who is absurdly rich thanks to his father, a very wealthy man.
1:29:24
However, this player is in the liar game to escape his father's control. Since his father always looks down on him like
1:29:30
he's good for nothing, he wants to leave the game with millions so his father will never interfere again. But if his
1:29:36
team loses, he'll have to ask his father to cover their debts. After hearing this, Yakoya immediately questions the
1:29:42
plan and defends himself, demanding now avoid mentioning him alongside this good for nothing. He insists the player's
1:29:49
father is right about his son being useless, just as Akyama predicted. Akiyama told now that Yokoya would act
1:29:55
defensive. So after his outburst, she should say, "At least this guy wants to escape his father's control, which makes
1:30:02
him more valuable than Yakoya, who blindly follows the ideals his father taught him."
1:30:07
This serves different purposes. First, to make Yokoya reflect on his emotions, crucial for the final step of

1:30:13
Akiyama's plan. Second, to embarrass Yokoya, which will result into him avoiding asking further questions about
1:30:19
this rich player. But Akyama's emotional manipulation doesn't stop there. His fake plan to save everyone via the rich
1:30:26
player asking his father for money includes deliberate contradictions to ensure its collapse.
1:30:31
First, now said the rich player would have to lose, but this contradicts his goal of independence. Emotionally, it
1:30:37
doesn't align. Second, even if he loses, his father sees him as worthless. So why would he
1:30:45
ask for 1.3 billion when he could just ask for the $450 million needed to cover his debts? The less he asks, the less
1:30:52
ashamed he'd be. Logically, he'd abandon the others to avoid further humiliation.
1:30:57
Akyama crafted these flaws on purpose, ensuring players would give up on his plan and join Yokoya's side while making
1:31:03
Yokoya believe this was Akyama's only strategy. After being eliminated with only two kingdoms remaining, Akyama
1:31:10
approaches them and asks if they've identified the rich player. When they say no, he warns them that's a
1:31:17
problem. He explains that a rich person is different. The others are driven by
1:31:22
fear, terrified of losing and facing ruin. But a rich heir doesn't care about money. Some millions won't change their
1:31:28
life. Even if they lose, their father will save them. Winning or losing means
1:31:34
nothing to them. Without fear, they can think clearly. Their principles are entirely different from an average
1:31:40
person's. Akama points to Yakoya, who chose to forfeit the prize just to make now and him lose. But the fake rich heir
1:31:47
is different. He wants to cut ties with his father by leaving the liar game debtree so he never has to beg for help
1:31:53

again. That means he's not after money, just freedom. This makes him willing to
1:31:58
waste money to win. the best use of his wealth. Bribing a spy in the opposing
1:32:04
team to leak their moves, ensuring his victory. Since neither kingdom has identified the
1:32:09
rich heir, paranoia sets in. They assume he's on the other team because if he had a winning strategy, why hide?
1:32:17
Akyama claims the spy will feed the rich player their team's moves, allowing him to counter them. If he wins, he'll pay
1:32:23
the spies debts. Hearing this, the players panic. Akyama then offers a
1:32:29
strategy to prevent this outcome. But in reality, it's designed to push both teams into an unwininnable stalemate.
1:32:35
Through deep emotional understanding, Akiama successfully created two fake entities among the players, which was
1:32:40
the key to his victory. So for a logical tear, Akiama takes this because his
1:32:46
feats revolve around emotional logic. He analyzes the results of childhood upbringing under dominance, the paternal
1:32:53
relationship, and its psychological effects. He understands how these emotions drive someone in the liar game
1:32:59
and how a rich heir would logically act based on personal goals. His deductions aren't just cold reasoning. They're
1:33:05
rooted in deep emotional intelligence. For complexity tier, Akiyama dominates
1:33:11
here because his emotional understanding is extraordinarily complex. He profiles Yokoya, a super genius, and deciphers
1:33:18
his inferiority complex, his need for domination, and the ideology of control.
1:33:23
Then he creates a fake entity with the same emotions as Yakoya, but a different mentality, sparking an emotional
1:33:29
conflict. He even uses the rich heir's fabricated emotions to justify an alliance with a spy, manipulating the
1:33:35

entire game's dynamics. This level of psychological manipulation is unmatched in complexity. For resource management,
1:33:42
Akyama wins this outright. He had no resources, no allies, no leverage. Yet,
1:33:48
he pulled off an incredible feat purely through emotional insight. By understanding Yokoya, he fabricated two
1:33:55
entities out of thin air, turning desperation into victory. For complexity of the situation, Akyama takes this
1:34:02
because he executed his plan while playing the record of the four kingdoms game. Meanwhile, Baku was just talking to Yaku with no active stakes or layered
1:34:09
strategy. Akyama's feet required multitasking, deception, and psychological warfare in real time. For
1:34:16
Adversary Force, Akyama wins again. Yokoya was a highly intelligent, emotionally complex opponent.
1:34:23
Outsmarting him wasn't just about strategy. It required breaking his psyche of emotional dismantling. For
1:34:29
situation hostility, Akama's stakes were life and death. Losing meant being sold
1:34:34
for weapon testing or human experiments. The pressure was unimaginable, and he
1:34:40
still outmaneuvered everyone. Baku's scenario, while intense, didn't carry the same immediate existential threat.
1:34:46
Feel free to pause your screen to read the results of consistency. Finally, for countering, Akyama's feet
1:34:53
is nearly uncounterable. His emotional understanding was so refined and his tactics so layered that even Yokoya, a
1:35:00
top tier strategist, fell for it completely. Meanwhile, Baku's feet wasn't even executed against an
1:35:06
opponent, making it incomparable in terms of resistance. Akyama's mastery of psychology wasn't just smart, it was
1:35:12
inescapable. Based in the previous distribution, Akiyama took more categories. However, I
1:35:17

think Baku's feet is great in emotional understanding. But in a different aspect, such sensitiveness not reason
1:35:24
enough to underrate his feet. So, I think Akyama takes emotional understanding with very high difficulty
1:35:30
over Baku. From the very beginning, Akyama saw his
1:35:36
mother's reflection in now. This profound connection became the driving force behind his singular mission to
1:35:41
destroy the Liar Game tournament. By psychologically reframing the Liar Game Corporation as the same multi-level
1:35:48
marketing scheme that destroyed his mother and now as his mother's spiritual successor, he transformed personal
1:35:54
trauma into unstoppable strategic fuel. This wasn't just motivation, it was
1:36:00
complete emotional alchemy. Consider the staggering implications of his non-performing loan plan. He planned to
1:36:06
win the tournament while deliberately accumulating catastrophic debt, which could result in the organizers of the Liar Game taking his life due to
1:36:12
frustrating their plans. Committed to saving the very people he despised, greedy, selfish participants embodying
1:36:19
everything his honorable mother stood against. Willingly embraced the irony that these were the same types of people
1:36:24
whose actions led to his mother's suicide. This went beyond forgiveness. It
1:36:30
required Akiyama to fundamentally rewire his core beliefs in real time.
1:36:35
The cognitive dissonance alone would break most people. Yet, he operationalized it into flawless strategy. His emotional engineering
1:36:42
reached terrifying heights. Such weaponized nostalgia, channeled past trauma into multi-layered game theory.
1:36:50
Also, calculated self-destruction, accepted black market enslavement as probable outcome, yet did not care at
1:36:56

all for himself, just about Nao and the other participants. was willing to sacrificial logic designed Nao's safety
1:37:02
into every plan despite her being a liability and ridiculous emotional precision since he used controlled rage
1:37:08
to psychologically profile and manipulate opponents just to win and achieve his plan. The final layer
1:37:14
reveals true mastery. Akyama maintained this emotional superructure while
1:37:20
planning perfect liar game strategies, managing now's moral crisis, countering Yokoya's genius, bearing the knowledge
1:37:26
that success meant his probable death. This wasn't just emotional intelligence. It was emotional engineering.
1:37:32
Where others would crumble under such psychological weight, Akyama forged it into an unstoppable weapon system. His
1:37:39
goal of sacrificing himself by being the final winner, yet the only one with tremendous debt, which is an incredible
1:37:45
dangerous move since he acknowledged the possible connections of the organizers with the underworld. And even with that,
1:37:51
Akyama continuously played the liar game with this objective. woke up every day knowing that his life could end by the
1:37:56
moment he crushed the goal of the liar game organizers. And even with that hopeless resolution he wanted to achieve, he never gave up while playing
1:38:03
the tournament. Continuously strategizing and saving as many players he could, fighting for what he believed is correct, which reflects the purity
1:38:10
and absolute depth of his emotional engagement. Baku has an endless goal, an impossible goal you might think. He
1:38:16
wants to achieve world peace, which is why he desires to become the leader of Kekaru. This organization will grant him
1:38:22
the power to change the world. However, Baku is a deeply complex character. Even
1:38:27

if you disregard his emotional engagement, he constantly gamles with his life out of pure madness simply
1:38:32
because he enjoys the thrill, the gameplay. Baku pursues an impossible goal because if his ambition is endless,
1:38:39
then the fun is endless as well. He continuously gamles his life despite the risks. Always striving to win, driven by
1:38:46
his desire to keep living so he can keep gambling. Despite being wounded severely time and again, despite risking the
1:38:53
lives of those he cares about, and despite losing some of his closest companions, the emotional resilience
1:38:58
required to overcome it all is tremendous. Now, comparing these two feats based on the previous rules we established feels almost ridiculous.
1:39:06
Regardless of their other emotional intelligence feats, these two engagement feats are their most personal, the ones
1:39:11
that define who they are as characters, the reasons they fight, and what they believe in. So, I want to briefly share
1:39:18
my personal opinion on which feed is stronger as a pure display of emotional engagement. Akyama's emotional
1:39:24
engagement is deeply personal, sacrificial, and methodical. His connection to now isn't just a
1:39:30
motivator. It's the core driver of his entire plan. He doesn't just feel. He
1:39:35
weaponizes his emotions to reframe the Liar Game tournament as the same evil that destroyed his mother, channeling
1:39:41
his hatred into a structured plan to save people he despises, overcoming his own trauma to uphold his mother's ideology, while also risks total ruin,
1:39:49
financial, societal, enslavement, becoming a subject of weapon testing, all with full awareness of the
1:39:55
consequences. And even if at the end of the manga it was never clarified what would have happened to losers, it does not debunk
1:40:01
any of Akiyama's feet since he worked with the mental pressure of this catastrophic outcome.

1:40:06
His emotional engagement is controlled, precise, and self-destructive in pursuit of a moral goal. It's not just about
1:40:13
passion. It's about emotional engineering using his feelings as a tactical tool.
1:40:19
On the other hand, Baku's emotional engagement is raw, boundless, and self-contradictory. His pursuit of world
1:40:25
peace is less about morality and more about the infinite thrill of the gamble. Unlike Akiyama, Baku doesn't need a
1:40:33
personal connection to fuel his actions. His engagement comes from the sheer ecstasy of risk. He gamles his life
1:40:38
repeatedly, not for a cause, but because the act itself is his purpose. Loses loved ones, suffers brutal wounds, and
1:40:44
faces death constantly, yet never waivers because his emotional engagement is self-sustaining madness. So if best
1:40:50
means depth, sacrifice and emotional precision, Akama wins. His engagement is
1:40:56
structured, tragic, and morally charged, making it more narratively compelling in a traditional sense. If best means sheer
1:41:02
intensity, relentless drive, and existential purity, Baku wins. His engagement is limitless,
1:41:08
self-destructive, and almost inhuman in its persistence, making it more viscerally gripping. So based on this,
1:41:15
the choice is difficult. However, if I had to pick, I'd choose Akiyama's feet. He ultimately aims to sacrifice himself
1:41:21
for people uh he despises, channeling all his hatred into destroying the liar game while protecting the only one he
1:41:27
truly cares about, Kaki. Now, to me, that feat feels more human than Beaku's.
1:41:33
It's a convergence of hatred, tragedy, trauma, hope, and even love.
1:41:41
Yakoya's advanced knowledge of the game, particularly during bid poker and human auction, exposed its grim reality.
1:41:48

Losers would be sold on the black market for human experimentation or military weapon testing, leading to death or
1:41:54
permanent incapacitation. Akyama learned of this first through Ko and later likely from now, who was
1:42:00
informed by Yukoya about his deep understanding of the tournament's true nature based on a book detailing its
1:42:05
horrors. These claims were corroborated by the insurmountable debts most players carried, making it plausible that the
1:42:11
organizers would resort to inhumane methods to recover their losses. Despite his strategic brilliance, Akyama
1:42:18
couldn't dismiss the overwhelming evidence supporting Yukoya's warnings and also the words of the dealer during minority rule. We will recur to any
1:42:24
method to collect your debt. The records of the four kingdoms game escalated the stakes further. Only one team could win
1:42:30
financial resources, leaving 12 players as losers with no recourse and facing certain doom. Given the Liar Games
1:42:36
prolonged duration and the participants inability to repay even 1% of their debts, it was logical that the
1:42:41
organizers would detain the losers to prevent an escape since this was the final day of the tournament, therefore the last day to pay their debts.
1:42:47
Recognizing the severity of the situation, Akiyama understood the life-threatening danger confronting every player, fueling his urgency to
1:42:54
outmaneuver both Yakoya and the game's architects. Akiama quickly realized that saving everyone under the game's rules
1:42:59
was nearly impossible, and for a moment, his worry became visible. Yet, he mastered his emotions almost
1:43:05
instantly because he had to find a way. While securing his own victory would have been the rational choice, his
1:43:12
extraordinary self-control drove him to pursue an altruistic plan with only a 1% chance of success. His strategy hinged

1:43:18
on forcing a stalemate, rendering it impossible to declare a winner. A near impossible feat due to LP disparities.
1:43:26
To achieve this, Akyama manipulated Yokoya into forming a three-way pact, creating the narrow conditions for a
1:43:31
partial stalemate. This fleeting opportunity demanded flawless execution, underscoring the sheer complexity and
1:43:37
desperation of his plan. This moment exemplifies Akyama's unparalleled emotional management.
1:43:44
Faced with a scenario where everyone's lives, including now, whom he cherished deeply, were at stake, he didn't default
1:43:51
to self-preservation. Instead of creating a strategy to win the game and pay his now's debt to Shibi
1:43:57
safe, he willingly gambled every life on a plan to engineer a stalemate. To remain so clear-headed and
1:44:03
calculative, even under the threat of being sold into black market horrors, speaks volumes about his emotional
1:44:09
fortitude. But his brilliance didn't stop there. Amid the chaos, Akiyama also managed the emotions of his teammates,
1:44:16
all of whom were paralyzed by anxiety over the game stakes. He convinced them that even if they lost the main battle,
1:44:22
he would save them no matter what. Imagine the sheer audacity of that promise. Convincing desperate people
1:44:28
facing a fate worse than death to place their trust in him. That's how transcendent Akyama's intellect and
1:44:34
charisma were. He could stabilize others emotions even in the face of existential terror. Some might argue that the liar
1:44:41
game was ultimately fake, but the series never clarified the fate of the loser's head if Akiyama failed. However, this
1:44:48

doesn't negate the fact that he operated under the mental pressure of believing failure meant enslavement, mutilation,
1:44:53
or death for him, for no, and for everyone. Despite that, he devised a plan where he
1:45:00
had to lose first, only to later force the stalemate that saved everyone.
1:45:07
After listening to the rules of the game, Baku devised a strategy to position himself as the dropper during
1:45:12
the leap second minute. a plan that meant literally gambling with his own life. First, he had to take the lethal
1:45:18
drug to understand the game's pacing and measure how long revival would take.
1:45:23
This was no simple risk. Baku willingly stopped his own heart, accepting that even a slight miscalculation could mean
1:45:30
permanent death. But his gamble didn't end there. Once he understood the rhythm, Baku
1:45:36
realized he would need to die again later to force entry into the leap second route.
1:45:41
This second death was even more dangerous with accumulated toxins in his system making revival slower and more
1:45:46
uncertain, all while knowing his sick heart made survival even less likely.
1:45:52
What makes this beyond extraordinary is Baku's complete mastery over fear itself. Facing not just possible death, but
1:45:59
repeated calculated self- termination, he showed zero hesitation. No flicker of
1:46:05
doubt crossed his face as he calmly executed a plan that treated his own survival as just another variable in the
1:46:10
equation. While others would freeze at the mere thought of such risk, Baku's focus never wavered. His emotions
1:46:16
perfectly controlled even when staring down the barrel of his own mortality. This wasn't just gambling. It was the
1:46:22
ultimate demonstration of Baku's philosophy. Where normal people see an unacceptable risk, he sees only the
1:46:27

thrill of the challenge. His weak heart meant nothing against his indomitable will to win, proving once again that for
1:46:33
Baku, the greater the risk, the sweeter the victory. The game demanded everything, and without hesitation, Baku
1:46:40
bet it all at not once, but twice and won. For logical tier, Akyama takes it
1:46:45
because emotional management solidifies stronger logic, reframing the entire game to force a stalemate, manipulating
1:46:51
Yokoya into a three-way pact, and predicting multiple layers of consequences under life or death stakes.
1:46:57
While Baku's feet is a constant time calculation, considering he needs to be the dropper in the leap second route,
1:47:02
which is strong in logic, but Akiyama's emotional management is simply superior in this category for complexity tier.
1:47:09
Baku takes it. His emotional management is more complex in terms of decisions and consequences. He actively puts in
1:47:15
risks his life in real time through the whole game, which I think makes it more complex to follow. for resource
1:47:21
management. Akiama takes it because he had zero advantages. No insider knowledge of the game, unlike his enemy,
1:47:27
and he still orchestrated a near impossible stalemate. Baku had prior knowledge of the game they would play if
1:47:32
Yaku ended up as the referee, and he was totally aware of the leap second about to occur, which gave him enough
1:47:38
resources to manage and calm down his emotions. While Akyama had no prior advantages and had to quickly control
1:47:44
his emotions and generate a plan in order to save everyone. For complexity of the situation, Baku takes it because
1:47:51
the rules of drop the handkerchief were mechanically stricter. For adversity force, Baku takes it because he was
1:47:56

facing hell. For situation hostility, both faced extreme life or death stress,
1:48:01
but in different ways. Akyama faced psychological horror, knowing losers would be sold into torture. death plus
1:48:09
emotional weight of risking now's life. Baku faced psychological horror and physical consequences, repeatedly dying
1:48:15
and risking permanent death due to his heart condition. So Baku takes it because his emotional management
1:48:20
required the difficulty decision of taking the drug with the risk of never waking up again, which is slightly
1:48:25
superior to me. Feel free to pause your screen to read the results of consistency. Finally, for countering,
1:48:33
both of this feat are really hard to counter due to the exceptional emotional management of the characters. For this detail, it will be the only time we make
1:48:39
it a tie. So after this distribution, we can say that Baku takes emotional management with very high to extreme
1:48:45
difficulty over Akiyama. Having this on mind, after the subcategories distribution, Baku takes overall
1:48:51
emotional intelligence with very high difficulty against Akyama. Oh, and by the way, both Akyama and Baku destroy
1:48:57
Tiki and emotional intelligence. Once the Minotaur Labyrinth game starts,
Reasoning
1:49:04
Baku needs to find the exit of the labyrinth. P1. The first hint Katakura gave was literally this is how it is
1:49:12
created. There is one cross-shaped fork in the road. It's made so that one can pass through the rooms using the
1:49:17
shortest route. P2. The hints Katakura gave were each
1:49:22
player shares an entrance and an exit. This labyrinth game is made in a way players can encounter each other easily.
1:49:29

It will be set up so that all rooms will be passed based on the shortest route possible. Conclusion: The labyrinth is
1:49:34
created using a certain algorithm. P3. Baku and Amako started in the same room.
1:49:40
However, Aako told Baku to open between two rooms, pretending Baku fooled him into thinking he was Mininoa. But Baku
1:49:45
saw through this lie and deduced these two doors he told him to open were probably walls. Here and after P4, Baku
1:49:52
started in either A6 or F1. This is because he opened the left door in that first round, which makes the location
1:49:58
impossible to beat A1 or F6. P5. Once Baku reaches F3, the room where he hid
1:50:04
his phone among the pipes, he listens to the Morse code between Amako and Monoa. There, he confirms he started in A6. P6.
1:50:12
Baku is also able to know the current state of the game thanks to the Morse code of Aako, which contained the locations of the players and their total
1:50:18
MP. P7. After reading Kajji's message, which was completely off topic, where he
1:50:23
used the expression stepped off and the current roots of the players, Baku is able to see resemblances of this game
1:50:28
with the black path game. P8. The black path game has some similarities, especially in the roots. There are three
1:50:34
kinds of roots used in black. T1 tile, which connects top and left, bottom and right. T2, which connects top and right,
1:50:41
and bottom and left. Finally, T3, which connects the opposite sides, which means top and bottom, and left and right.
1:50:48
P10. The entrance in black is designed with a crossing side. Conclusion. Based on P1 and P10, this means the T3 is not
1:50:55
available in this game. So, the labyrinth could have been made using either T1 or T2.
1:51:01
P12. In black, the win condition is to connect the path to the exit in their round or the opponent shall draw a path
1:51:07

that can no longer advance, which means the one who steps off the path will lose. Conclusion. Based on the last
1:51:13
conclusion and P5, Baku using T1 and T2 draws his route using these last ones.
1:51:20
Baku deduces the total doors you must open are 43 no matter where the exit is, which means you can farm a maximum of 43
1:51:26
MP in this game, P13. Using the fact he started in A6 and the shortest route clue, Baku is able to reduce the exit
1:51:33
points to B6, A1, D6, A3, F6, and A5.
1:51:39
P14 based on his route so far where he currently reached F3 crossing 18 doors here and after conclusion to arrive at
1:51:48
the exit from the point he is considering this must be done via the shortest path. Baku has reduced the exit rooms to option one a one option two a
1:51:57
5p15 option one will be confirmed if in C3 he can open the right door
1:52:03
P16 option two will be confirmed if he can open the right direction door or the left direction door
1:52:10
17 when Baku met Kadakura he asked him to open the left direction door on C3 the door opened final conclusion the
1:52:16
game was done using black path as a foundation based on the fact there is only one cross Baku can deduce the path
1:52:21
as were made using T1 and T2. Thanks to the only cross clue and the fact that rooms will be passed based on the
1:52:26
shortest route possible, the exit room is either A5 or A1. When the door on the left in C3 is
1:52:33
opened, Baku can be sure that option two, a five, is the exit of the labyrinth.
1:52:41
Once the rehearsal game started, players followed a strategy to make everyone normal. The condition was simple. The
1:52:47
two infected players must be identified so the others can have contact and generate vaccines to finally save them.
1:52:53
However, after this operation, players checked their status and 10 of them claimed to be infected. A player then

1:53:00
came up openly as infected after this catastrophe. Moments later, their statuses were shown
1:53:06
on a monitor which said there were actually nine infected players and three normal players.
1:53:12
Immediately after the results are shown, Akyama quickly reasoned what happened and states that he already knows the
1:53:18
truth behind it all. The scheme used that led to this outcome and the identity of the culprit.
1:53:24
P1. If only one infected starts in a 10-player roundroin contact chain, they
1:53:30
can at most infect one other person. The result, two infected players maximum.
1:53:36
P2, the screen showed nine infected. This is impossible under the methodology
1:53:41
C1. Something disrupted the plan. The result can't be achieved under normal roundroin contact. P3. If two infected
1:53:48
starts in a 10-player roundroin contact chain, the virus rises to four infected. C2. Considering P2, with this scheme,
1:53:56
the results of the monitor are far from being real. P4. Therefore, now's plan was sabotaged. P5. Minutes ago. After
1:54:04
they checked their statuses, a player claimed to be in reality and infected, but didn't say anything because the
1:54:10
others started to make contact before he could talk. Admitting this in such a stage was pointless since he'd only be
1:54:16
winning the grudge of the others. P6. Now, what if we have two infected during
1:54:22
the roundrobin contact chain, but one of them is doubtful and shy, yet not close
1:54:27
to having contact with others, and the other one is an active first contact seeker. this based on his exposed
1:54:33
intentions during P4. So what the results will be
1:54:38
C3 with this contact seeker scheme the result is all the players turning into
1:54:43
infected. Therefore the sabotur had to be an original infected who deliberately rushed to contact many players before

1:54:49
anyone else and the player who claimed before being infected after the contacts was telling the truth.
1:54:55
P7 however P2 stated nine are infected and three are normal. The last scheme ended
1:55:02
up with 10 infected and two normal. Considering C3 where the culprit did this intentionally after the virus
1:55:08
spread, he must have done something to turn into normal. P8. The only players
1:55:14
who couldn't end up as infected were the ones outside the round robin chain, which were the two players who claimed
1:55:19
to be infected, but they logically speaking were the ones who couldn't turn infected by the round of contacts since
1:55:25
all the 10 players in the rotation turned infected as a fact. C4. These two supposedly infected had contact while
1:55:31
the rest were in the round robin chain making one vaccine later after the contact seeker did his mission. He had
1:55:37
contact with both which resulted in the three of them reaching a normal status. Now that Akyama knows the process that
1:55:44
led to these results, he can ask the players involved in the roundroin chain to write down in a paper the name of the
1:55:50
person they had contact with first. With this, the culprit ends up being exposed, which was Yokoya. So for logical tier,
1:55:58
Akama takes it because his deduction is superior in logic, ruling out possibilities step by step to reach a
1:56:03
singular valid conclusion with no ambiguity. Baku's feet, while brilliant,
1:56:08
mixes pattern recognition, structural deduction, and conditional logic. Complexity tier. Akiyama takes it
1:56:17
because he handles a massively tangled social deception situation with uncertainty, fake claims, psychological
1:56:22

manipulation, and multiple moving parts, all resolved into a singular consistent explanation. Resources management. Akama
1:56:29
takes it because he's working with zero tools, just straight confusion, and operates entirely off social dynamics,
1:56:35
reasoning, and quick adaptation. Baku uses previous knowledge, Morse code intel, and the clues. Complexity of the
1:56:42
situation, Baku takes it because he was in a more restricted game environment. Adversity Force. Akiyama takes it
1:56:48
because Yokoya is a master manipulator who orchestrated an entire covert sabotage with deception and
1:56:53
misdirection. Baku is up against Amakco and Monoa who are not operating at the same
1:56:58
intellectual level. Situation hostility. Baku takes it by the game being lethal.
1:57:06
Feel free to pause your screen to read the results of feat consistency. For reasoning, we are not going to use the countering metric since it seems off.
1:57:12
You can counter a character's reasoning besides reading it. For that reason, we will not use it. Based on the previce
1:57:18
distribution, Akyama takes deductive reasoning with high difficulty against Baku.
1:57:25
During air poker, referees speak about a law linked to the cards. However, this law is a mystery. During round two, Baku
1:57:32
observes Kajji's hand through the glass and uses reasoning to interpret the situation. P1. Kajji sent a message to
1:57:38
Baku at a critical moment when Baku was unsure whether to bet in the current round. P2 Kaji's hand symbolizes
1:57:45
something while his facial expression remains confident. P3. Baku interprets Kaji's expression as
1:57:51
a signal to bet deducing that Kaji's confidence stems from his hand.
1:57:57
P4. In poker, a set of five cards is called a hand.
1:58:02
P5. The values on the metal cards are a mystery. P6. The thickness of each metal card

1:58:08
resembles the thickness of five standard playing cards. Conclusion: The values on the metal cards likely represent the sum
1:58:13
of a five card poker hand. P7. There are 10 metal cards, five given to each player.
1:58:20
P8. There are five rounds in the game. P9. The smallest number seen so far is
1:58:26
eight. P10. The largest number seen so far is 45.
1:58:32
P1. The sum of Baku's five metal cards is 171. P12. A standard poker deck has 52 cards
1:58:39
and the sum of all card values is 364. Conclusion 171 is very close to 182,
1:58:47
which is half the total sum of the deck. This supports the idea that each player's metal cards represent a poker
1:58:52
hand derived from a split 52 card deck. P3. Adding the numbers of the 10 metal
1:58:57
cards known so far gives a total of 194, still near the half deck value of 182.
1:59:04
P14 given P8, P12, and P13, Baku concludes the 10 metal cards are
1:59:10
collectively derived from a full poker deck. Conclusion: Since each hand consists of five cards, and there are 10
1:59:16
metal cards, that totals 50 cards. This explains why the game only has five rounds, two cards less of a full 52 card
1:59:23
deck, making a sixth round unfeasible. P15. If each metal card corresponds to
1:59:29
the sum of a poker hand, the theoretical range must be considered. P16, the smallest possible hand sum is six.
1:59:36
Example, four aces and a two. P7, the largest possible hand sum is 64.
1:59:42
Example, four kings and a queen. Conclusion. If any metal card had a number below 6 or above 64, the theory
1:59:49
would be disproved. However, all observed numbers 8 to 45 fall within this range, reinforcing the validity of
1:59:55
Baku's hypothesis. Final conclusion. Through this reasoning, Baku concludes the following. Metal cards represent

2:00:01
poker hands. The numbers on the metal cards correspond to the sum of five card poker hands drawn from a standard 52
2:00:07
card deck. The game uses 50 cards in total. 10 metal cards times five cards each, leaving out two cards and thereby
2:00:14
limiting the game to five rounds. The metal card values observed between 8 and 45 fall comfortably within the
2:00:20
theoretical bounds of poker hand sums 6 to 64, further validating the hypothesis. Kaji's confident expression
2:00:27
and symbolic hand gesture indicate that Baku should bet as the underlying poker based value system justifies a strong
2:00:32
position based on the current rounds cards. Therefore, this must be the law of the game.
2:00:40
At this point, Akiyama spotted in congruences with Kikuchi's actions in the rehearsal of 17 Poker. Later, he
2:00:47
spots unusual behavior and the fact he is constantly getting the Joker. Here is the reasoning process. P1. 17. Poker is
2:00:54
a game where the four face cards are used. P2, the only exception to these four face cards is the joker, which can
2:01:01
shift into any card. P3, 17 cards are used in total per round.
2:01:08
P4, the player who wins the previous round cuts the deck first, while the loser cuts it last. P5, each player is
2:01:15
dealt five cards. P6, seven cards remain in the deck to be exchanged. Conclusion:
2:01:21
In the worst case scenario, a player will always end up with at least a pair after the initial deal. P8. Each round,
2:01:28
the cards used are removed and a new package of cards is opened. Each package has a unique back design. Conclusion. It
2:01:35
is impossible to mark cards or memorize the back pattern to gain an advantage. P9. In the rehearsal round, Kikuchi
2:01:42

exchanged four cards. P10. Given that players always end up with at least a pair after the deal, a logical strategy
2:01:48
would be to discard the three cards that don't match. P1. To confuse an opponent, a player might save two cards and
2:01:54
discard one. Conclusion: Kikuchi's actions, exchanging four cards, don't follow this
2:02:01
logic, suggesting he has a unique trick to win the game. P12. Since players are guaranteed at
2:02:07
least one pair after the deal, obtaining the joker maximizes the chances of winning. With the joker, a player can
2:02:13
form at least three of a kind. Conclusion: The Joker is a game controlling card in 17 poker. First
2:02:20
round P13. Akyama cut the deck first as the winner of the previous round, making Kikuchi the last cutter.
2:02:27
P14. Akyama got the joker in the first round, won the round, and also won the second round. Third round, P15, Akiyama
2:02:34
cut first again, making Kikuchi the last cutter. P16, Kikuchi exchanged two cards. P7.
2:02:40
Kikuchi got the Joker in this round. Confirmed after the hand reveal. Conclusion. Based on P9 and P14, Akama
2:02:47
concluded that Kikuchi was mastering his trick during the rehearsal and first two rounds. This trick is not easily executed. Additionally, considering P8,
2:02:54
Akyama realized Kikuchi's ability to execute this trick relies on an extraordinary visual ability. Fourth
2:03:01
round, P8. Akyama cut the deck last as the loser of the previous round. P19.
2:03:08
Kikuchi exchanged five cards. P20. After the exchange, Kikuchi had the Joker in
2:03:13
his hand. Confirmed postreveal. Fifth round. P21. Kikuchi cut first. Akiama
2:03:19
cut last. P22. Akiyama got the Joker in this round, but Kikuchi automatically folded. Conclusion. Kikuchi knows the
2:03:26
Joker's location as evidenced by his massive exchanges and his automatic fold when Akyama got the Joker in the fifth
2:03:32

round. Sixth round, P23. Akiyama cut first since Kikuchi folded in the
2:03:38
previous round and Kikuchi cut last. P24 Kikuchi exchanged one card.
2:03:44
P25 Kikuchi got the Joker in this round. Confirmed post reveal. Final conclusion
2:03:50
based on P8, P19, P21, and P22. Akyama concluded the following. Kikuchi's
2:03:56
trick. Kikuchi knows the Joker's location. Thanks to his extraordinary visual ability, he manipulates the deck through cuts and exchanges to secure the
2:04:03
Joker. Cutting order matters. Kikuchi's trick works 100% of the time
2:04:08
when he is the last cutter. However, when he is the first cutter, the chances of getting the joker decrease based on
2:04:13
the number of cuts Akyama makes as the last cutter. Evidence. In the fourth round, Kikuchi was the last cutter, but
2:04:20
did not get the joker initially, which is why he exchanged five cards to secure it. In the fifth round, Akiyama was the
2:04:26
last cutter and got the joker, prompting Kikuchi to fold immediately. In the sixth round, Kikuchi was the last cutter
2:04:31
again and successfully secured the Joker. Key takeaways: Kikuchi's ability to track the joker relies on his visual
2:04:36
skills, but it is ultimately determined by the cutting order and card exchanges. His trick is most effective when he is
2:04:42
the last cutter, as this allows him to manipulate the deck more effectively. Akiama deduced that Kikuchi's strategy
2:04:47
is not foolproof since it has a loophole by focusing in one card, which he can exploit by tracking all 17 cards
2:04:53
simultaneously, resulting in the creation of his perfect shuffle strategy. For logical tier, Baku takes
2:04:59
it. He starts with only ambiguous stimuli, a hand sign, a confident face, and unexplained numbers, yet constructs
2:05:06

a fully abductive rule system that deciphers the game's foundation. Complexity tier. Baku takes it. The law
2:05:14
demands not only deduction of numeric meaning, but crossverifying deck distributions, game length, theoretical
2:05:19
limits, and behavior cues. Aama's feet is intelligent, but linear compared to Baku's layered abstraction.
2:05:26
resource management. Akiama takes it. He did this abduction totally by himself while Baku had an ally who told him the
2:05:33
rule. Despite being a single-hand gesture, Kajji at that point already deciphered the law and was confident
2:05:39
with his gesture. Baku would as well. Complexity of the situation. Baku takes it for playing a more restricted game.
2:05:45
Adversity force. Baku takes it. He was facing Lalo who is superior to Kikuchi.
2:05:50
situation hostility close because Aki was playing a revival round with now which means if they lose they will be
2:05:57
sold into the black market so Akiyama's mental pressure was insane. Baku on the other hand was facing more immediate
2:06:03
life-threatening circumstances so this goes to him. Feel free to pause your screen to read the results of feet
2:06:09
consistency. Both this feats are amazing. Many would argue Baku takes it because he was underwater with limited
2:06:15
oxygen yet he pulled off this feet. That is true, but he was heavily helped by Kajji into this reasoning process. So
2:06:22
that makes the feat a bit less impressive to me. That being said, I think it is still better than Akiyama's
2:06:28
abduction, but the margin is close. So Baku takes abductive reasoning with extreme difficulty against Akiyama.
2:06:36
P1, the sound of the speaker clock has been reduced. P2, this happened right
2:06:41

after Hal whispered something into his ear in the second round. Conclusion: Hal willingly whispered into his ear to
2:06:47
indirectly make the referees lower the volume of the speaking clock so they couldn't hear what he was saying.
2:06:53
P3. Years ago, Baku saw Hal's mom using ecolocation in a tape.
2:06:59
P4. Echolocation works better with no other sound interferences around.
2:07:05
P5. Hal has been making certain sounds throughout the game. Although they seem like random sounds of either boredom or
2:07:10
disgust, this is the sound necessary to make the echoes bounce and return. Conclusion: Howal learned echolocation
2:07:16
from his mother. That is the reason he wanted to decrease the sound of the speaking clock since it would interfere
2:07:22
less with his ability. P6. Echolocation works with the echoes
2:07:27
coming from the surrounding objects. P7. These sound waves travel and return
2:07:32
to the exeutor when they hit an object. Conclusion. If an object in this case the handkerchief is completely flat and
2:07:39
Baku uses his own body to suppress that object i.e. by sitting on it echolocation won't detect anything on
2:07:45
the ground just his body. Here and after P8 if Baku does this based on how's
2:07:50
behavior how will use his echolocation 10 seconds after the round starts to check for an instant drop. P10 once he
2:07:58
sees nothing on the ground he will execute echolocation one more time around 30 seconds.
2:08:03
P11. After not noticing anything, in order to avoid Baku realizing his ability, he won't use echolocation again
2:08:10
and will instead wait to do the safe check. Conclusion: If Baku flattens the handkerchief and sits on it, Hal won't
2:08:17
detect anything. Therefore, he will accumulate How's drug for a good amount of time.
2:08:25

During bid poker, first Akyama started reasoning what the foundation of the game is based on while also reasoning
2:08:30
what will the enemy do in this game according to the prize rules. P1. Bid poker is a game of trading where the
2:08:37
main idea is purchasing cards that work well together for a cheap price in order to strengthen your hand and achieve a
2:08:42
good position. P2. The ideal in a scenario where you sell in order to discard a useless card and
2:08:49
get resources to later buy a better one is to make as much profit when you sell your own cards.
2:08:55
C1. With this in mind, the surface of bid poker seems like a buy low and sell high system.
2:09:01
C2. While this seems like the game's nature, Akyama recognizes this in practice fails because bidding few coins
2:09:07
for a card means someone else can easily outbid your offer, which makes getting cards for a cheap price impossible. And
2:09:13
if you discard a card, it doesn't automatically mean this card will be sold for a high price.
2:09:19
P3. Akyama thinks in a scenario where four players with each 200 coins and cards
2:09:24
that work for the others team up, rotating full resources and cards unconditionally,
2:09:30
leading to 800 coins in total disposition. With this, they prevent third parties from interfering with their trading
2:09:36
consecutively moving coins and cards between them, which makes them able to secure victory.
2:09:42
C3 bid poker instead of being a classic bidding system is in reality a majority
2:09:48
rule one. Since this strategy of rotation will secure victory to its executives rather than those who play it
2:09:53
with the mindset of buy low, sell high, players that can't make a deck will be eliminated and known as pigs. P5. The
2:10:01
first place will get a 100 million reward per pig. P6. The second place will get a 40 million reward per pig.
2:10:08
P7. The third place will get a 10 million reward per pig. C4. The more

2:10:13
pigs there are, the bigger the prize for the top three players. P8. Harmodoto will aim to get first
2:10:19
place since he is the leader of the cult. P9 the other members of the group will try to place second and third.
2:10:27
P10 considering C4 they will try to increase the number of pigs to make more money. Bid poker developed so far with
2:10:33
Akyama and Haramoto getting one additional deck while two players remained cardless. Akiama at this point
2:10:39
knows the majority rule can secure his victory. However, when now asks them to discard their extra decks to give them
2:10:44
to the deck list, Akiama quickly reasons the deck, discarding repercussions. From this point forward, all of premises and
2:10:51
conclusions are predictions from Akiama, anticipating a scenario where Haramoto and him discard their extra cards and
2:10:56
how the game will develop afterwards. A P11 based on C4. Haramoto won't accept
2:11:02
this deal since it's not good for him if two players get a deck. P12. Even if Hiramoto accepts and keeps
2:11:08
his word, the deckless players can at best qualify for the next round, being unable to repay all their debts, same as
2:11:14
the other players, P13. Considering C4, the most convenient strategy for Akyama
2:11:19
based on his NPL plan, is to achieve first place while making tons of money either via pigs or coins. This way, plus
2:11:26
now's coins at his disposal, he will be able to pay every player's debt. P14.
2:11:32
Haramoto will appeal to distrust towards Akiyama rather than telling his true intentions of making them lose because
2:11:37
his followers consider him a saint. P15. If Akyama agrees and exchanges
2:11:43
tablets with now while he goes to the billiard room, then neither now nor him can steal the deck since the tablet only
2:11:49

works via owner fingerprint. P16. Haramoto will say the other three players can try to steal his deck.
2:11:56
P17, Bali and Muscles, the two decklas players in question, have 300 coins.
2:12:03
P8, the wealthiest of the three players, Haramoto accused, has 230 coins. C5, if
2:12:09
Bali and Muscles bid 231 coins, they can secure their cards without others interruptions.
2:12:15
C6, After debunking Hamoto, he will have no other choice but to accept since he is ethically obligated to help them in
2:12:21
front of his followers. P19. Akyama and Haramoto will discard their weakest cards. P20 Heramoto will acknowledge the
2:12:28
possible hand Akyama will discard the five of clubs, three of spades, Q and four of hearts, and eight of clubs.
2:12:35
C7. If Heramoto adds Akyama's three of spades to his hand, he will get a straight flush and steal first place.
2:12:42
C8. Based on P13, Akyama needs to create a situation where he forces Haramoto to
2:12:47
steal his lot with the excuse of being betrayed, which will cause a negative reaction from him, making him state he
2:12:53
and his team will no longer help anyone in the game. In the long run, this means Akyama will win cooperation for his
2:12:58
majority rule plan. P21 Akyama will tell Haramoto he will discard first. This
2:13:03
will make Haramoto suspicious and rather say he will go first. This way, he can steal Akyama's deck at the end.
2:13:11
P22. After both Akyama and Haramoto discard, Akyama has to go immediately to the
2:13:16
billiard room. P23. Bali and Muscles will have to decide
2:13:21
which lot they'll bid on. P24. Akama knows both Bali and Muscles, especially
2:13:27
Baldi since he knows he is somewhat cunning. C9. Baldi will most likely say
2:13:32
he wants Haroto's lot since it is slightly better than Akiyama's. And knowing Muscles's chill personality, he

2:13:38
won't oppose. Leaving Baldi as the bidder for Harot's lot and Muscles as Akiyama's lot bidder. P25. Akiyama needs
2:13:46
to create distrust in this operation. This way, Haramto steals his deck from Muscles with a valid excuse that doesn't
2:13:51
expose him to his followers. C10. Akama will approach Baldi before
2:13:56
going to the billiard room and tell him to bid two extra coins. C1.
2:14:02
Once Bali gets the lot with two extra coins, Haramoto can use this as the perfect excuse to steal Akiama's lot
2:14:08
since it means Bali did not trust them to begin with. P26 Musles will notice the two extra coins in Baldi's offer.
2:14:15
C12 He will get nervous thinking Baldi's two extra coins meant an act of anticipation for a deck steal. Thus, he
2:14:21
will bid all his 300 coins to secure Akyama's lot. P27.
2:14:27
Haramoto's team will anticipate muscles all in action. The only one in Haramoto's group who can surpass
2:14:32
Muscle's bid is Mkamoto, who owns 322 coins.
2:14:37
C13. Mikamoto will bid 3001 coins for Akiyama's lot, stealing it from Muscles.
2:14:44
Thus, Akiyama will end up with 301 extra coins, which he will use as the foundation for his majority rule plan.
2:14:49
Akiyama also reasons what the enemy will do after stealing his lot to achieve top positions. P28. The enemy will work
2:14:55
knowing Akiyama's coins are 596. P29. Haramoto will discard his K of
2:15:01
clubs in order to increase his coins by selling it. P30. Once he confirms he discarded the card successfully, Mkimoto
2:15:07
will discard the three of spades with the goal that Haramoto gets it. P31. Since Haramoto discarded first and
2:15:14

verified earlier than Mikamoto, lot A will contain his K of clubs. P32. Since Mikamoto discarded after
2:15:21
Heramoto verified, lot B will contain her three of spades. P33. Abe will bid
2:15:26
all her 299 coins for L since the K of clubs will upgrade her hand while giving enough coins to Heramoto to dry out
2:15:32
Akiyama in case of a long-term battle. P34.
2:15:38
It makes no sense for Akyama to bid here to prevent Abe from getting the card since he will ultimately give 300 coins
2:15:43
to Heramoto. P35. Herodto with now 532 coins thanks
2:15:49
to Abe bids for Mika's three of spades. C14. Heramoto, thanks to the three of
2:15:55
spades, upgrades from flush to straight flush, taking first place.
2:16:00
C15. However, considering Akiyama's 596 coins, how he still can outrid Harimoto
2:16:05
with 533 coins and steal the card to keep his top position. If Akyama gets
2:16:10
the three of spades, it doesn't improve his hand, but it allows him to keep first position, which means this
2:16:15
operation is not flawless since in their point of view, it's all dependent if Akyama acts or not. However, considering
2:16:21
their decks, there's a contingency they can apply in case Ayama steals the three of spades. Option A, if Akiyama bids 533
2:16:30
coins, P36, Akiyama will have 63 coins left. P37, Mikamoto gets 533 coins from
2:16:38
Akiyama, adding money to the capital of the enemy team. P38.
2:16:44
Abe among her deck has an eight of spades, and Mkimoto has a six of spades, too.
2:16:50
P39. If Haramoto later adds these cards to his deck, he will be able to create a
2:16:56
straight flush as well. This is a backup plan. C16. Harotto can still make a royal flush without the three of spades,
2:17:02

and Akiyama won't be able to out bid him this time. Option B, if Akyama doesn't bid. P40. Haramoto gets lot B, making
2:17:10
his deck a straight flush and therefore achieving first place. P41. Mikamoto
2:17:16
gets the coins, so his team is not losing their capital, just moving it. C17. No matter what action Akyama does,
2:17:23
Hermodo will get a straight flush in both cases. C18, Heramoto's group will execute these two plans as main and
2:17:30
contingency since by doing this, they will achieve first place. Based on C13, here after P42, Muscles will end up as a
2:17:38
pig. P43. If Akyama can get to work with Muscles,
2:17:43
orchestrating an act where Muscles will act disappointed in Akiyama for not doing anything when Haroto executes the
2:17:48
three of spades plan, Heramoto's team will be sure he's no longer working with Akiyama. P44.
2:17:55
Muscles will go and search for Kimura, begging her to give him a deck while offering her valuable information on the
2:18:00
movements of the other players. P45. Any normal person will distrust Muscles's approach. However, Akama knows Kamura's
2:18:07
quick analytical mind won't see any danger in this since working with muscles can actually benefit her team.
2:18:13
P46. To achieve Kamura integrating muscles into the group, Akyama will tell Muscles all the information he provides
2:18:19
to Kamura must be undeniably true. P47 Kamura will see with good eyes the idea
2:18:24
of using muscles. also because she has a secret plan with him. It is stated Akiama could effortlessly predict any
2:18:30
strategy Kimura could come up with, which means he also knew Kimura's strategies in order to make out the most pigs. P48.
2:18:37
With Muscle's help, Kimura can use him to disrupt player trades so that neither of them could get ranked, increasing
2:18:43

their cash in the long run. P49 Kimura will manipulate all of them into thinking someone else might discard so
2:18:49
they don't have to. This in order to secure they end up as pigs. P50. Kimura
2:18:55
will notice Herjack can level up Tanaka's deck, which will result in Kimura extorting as many coins as possible from him. Pay 51. Kimura can
2:19:03
trick Kauaii by making Mkamoto discard her four worst cards, queen and four of hearts, two of diamonds, and 10 of
2:19:08
spades. Muscles will buy this slot for 290 coins. Pi 52. Abe has a four of
2:19:14
clubs that will make muscles hand sufficient. P53. Muscles with 10 coins left will bid all of this on Abee's
2:19:21
card. However, Kimura, counting with Tanaka's coins, can easily steal the card from Muscles. C19. Kimura will
2:19:28
agree to work with Muscles as a spy since the information he brings is legit, and he will help Kamura in disrupting players trading, turning most
2:19:35
of them into pigs. In the end, the group can steal most of Muscle's coins to finally turn him into a pig and making
2:19:40
him owe them 110 million yen. With this masterful prediction on the enemy's strategy, Akiyama is certain Kamura will
2:19:46
use Muscles as her spy. P-54 based on C8 where Harimoto stated he will no longer
2:19:51
cooperate with anyone else and the fact that they were the ones that stole Muscle's men deck. Muscles won't betray
2:19:56
Akiyama during the time he is with Kimura. P-55. The last section of the six-card discard from the group will
2:20:02
occur in the last round of the game to exploit the anxiety from Kauaii and Tanaka and secure the plan success.
2:20:08
P-56. After the players have been boycotted by muscles in Kimura, they will get anxious since they are losing
2:20:13
the game. P-57 Akyama will reach them to offer a solution where he states that
2:20:19

they work with him and help him secure first place. He will pay the debts of everyone. Akama foresees the deck he can
2:20:25
build up using the cards of the players to steal first place. P58 Tanaka has a five of diamonds. P59 Si has a three and
2:20:33
a six of diamonds. P60. Akiyama with 596 coins can be interrupted by Haramoto's
2:20:38
group, boycotting the purchase of these two lots since they have enough coins to secure their first place. C20. If Akyama
2:20:46
discards a useless card as lot A and gets tons of coins from it, the group will no longer be able to interrupt his
2:20:51
purchase of the two lots. Here and after. Conclusion 21. If Akiyama
2:20:57
discards his A of diamonds and then Tananaka and Psyche discard their cards and then Tanaka who is the wealthiest
2:21:04
player bids all his 332 coins, Akyama will have 928 coins which is enough to
2:21:10
buy the two lots without any interruption from the enemy making him able to secure first place and saving all the players. Akama predicted and
2:21:16
formulated all of this immediately by the moment he agreed to the deck discarding packed since that early stage of the game. He knew this path would
2:21:22
lead to his victory. Okay, so logical tier. Akiama takes it because he uses deep multibranch logic, anticipating
2:21:29
specific actions from multiple players and chains of economic exchanges, while Baku's feet is more basic in logic.
2:21:36
Complexity tier. Akama takes his reasoning spans multiple rounds and
2:21:42
layers of manipulation, including long-term coin economy, psychology, betrayal setups, and hand construction.
2:21:48
Baku's logic is surgical but confined to a single interaction with one opponent. resources management.
2:21:55
Baku had the previous information of how's mom using ecoation which heavily carried his reasoning. While Akyama had
2:22:01

the extra deck as a resource, he achieved these deck by his own intellect and allowed him to formulate a reasoning
2:22:06
to control the whole development of the game with just five extra cards. So he takes this complexity of the situation.
2:22:12
Baku takes it for playing a more rule restricted game. Adversity force Baku takes it for facing hell.
2:22:19
situation hostility. Raku was playing a lethal game, but Akiyama was in a revival where he worked
2:22:25
with the mental pressure. Those who lose it might end up in the black market, so he was facing a really dangerous
2:22:31
situation. Close here, but Baku takes it due to the immediate life threaten stakes. Feel free to pause your screen
2:22:37
to read the results of feat consistency. Now, the verdict. I think both are great
2:22:42
feats, but Akyama's feet demolishes in logic and complexity. He takes it undisputable. While the categories Baka
2:22:49
took were with maximal effort. Because of that, Akiyama takes inductive reasoning with high difficulty over
2:22:54
Baku. After this analysis of the main reasoning categories, Akiama takes reasoning with high difficulty over
2:22:59
Baku. Akyama at this point is just faced with
2:23:05
the fact that Fujisawa is hiding the money in the bank. However, Akiyama wants to be totally sure of the money's location. So, Akiyama abstractly thinks
2:23:13
of ways that will lead Fujisawa to indirectly confirm the money's location. and finally commit a mistake in the
2:23:18
money extraction process. So he sends Now to declare war on Fujisawa. That
2:23:24
simple action will make Fujisawa more cautious since now is declaring she'll take the money from him. This is the
2:23:29
first step Akyama has taken in mind to put Fujisawa into an abnormal state of mind that will eventually lead to his

Thinking
2:23:35
defeat. The next day, Akyama is in front of Fujisawa's house and declares he will be
2:23:40
helping now in stealing the 200 million. And he is totally confident in this because he has a great plan. The
2:23:47
difference between this action and the declaration now made before is simple. Fujisawa knows now. Even if he is a bit
2:23:54
more cautious with her, he knows now isn't clever enough to steal the money. However, Akiyama presenting himself just
2:24:00
his presence is intimidating to Fujisawa since he has no clue who Akiyama is.
2:24:05
Also, the fact that now search for him for help allows Fujisawa to conclude he is a very capable individual. Akiama has
2:24:13
now started the war to steal the 200 million from Fujisawa. At this point, Fujisawa declared the
2:24:18
money was in the bank. So, he abstractly thinks that if he can make Fujisawa feel observed 24/7, this will lead him to
2:24:25
immense paranoia and eventually to a mistake. This vigilance journey is executed every day, non-stop. Akyama
2:24:31
even goes as far as renting an apartment in front of Fujisawa's house to make this paranoia drive explode.
2:24:37
During Akiyama's constant vigilance, Fujisawa cooped up at his house, covering windows and doors, making his
2:24:43
house unseeable. These actions, as the result of a paranoic state of mind, confirmed to
2:24:49
Akyama that the money was never in the bank, but in his house. Days have passed, and Akyama knows
2:24:55
Fujisawa is exhausted. So now he wants to force him to commit a mistake and reveal the money's location, which
2:25:01
Akyama will exploit with a psychological tactic. Akiyama sets up a smoke machine outside the vents of the house and uses
2:25:07

a speaker to create the sound of a fire. This leads Fujisawa to use the phone in his room and call his friend to come to
2:25:12
his house to help him find the fire. However, Akyama interrupts this by telling him the truth about the fake fire. Akiyama here reasons the money is
2:25:19
in the room since Fujisawa refused to leave it even in the face of the fire. Akiyama finally tells him he knows he is
2:25:24
hiding the money in his room. This leads Fujisawa to confess Akyama is right and shows him the safe where the money is. a
2:25:31
move Fujisawa made to crush Akyama's plan of stealing the money or since without the password it is impossible.
2:25:37
But Akyama's reaction is the total opposite. He declares with confidence that he can open the safe easily. With
2:25:43
this, Akyama influences Fujisawa's mind again since with his revelation, he expected Akiama to react with dismay.
2:25:50
Akiama's unexpected reaction finally shifts Fujisawa's mind to believe Akyama has a trump card. This ultimately
2:25:55
catalyzes into Fujisawa losing his mind via cognitive dissonance. Then stress-induced cognitive decline
2:26:01
exploit. Now Akayama has everything he needs. Fujisawa in an abnormal state of mind and the location of the money.
2:26:08
Akama thinks about how to get the money out of the safe and concludes Fujisawa will be the one who delivers him the money. But how to do it if he is under
2:26:15
insane paranoia? Akama concludes that he needs to create a trigger to liberate all the tension
2:26:20
and stress Fujisawa has been through all this time. Since when a person faces severe stress and is suddenly relieved,
2:26:27
they are most likely to commit mistakes or think less about their actions, this is known as a stress-induced cognitive
2:26:32
decline exploit. With this in mind, Ikyama creates a scenario where he fabricates a fake card that contains a
2:26:38

fake deadline hour for the game. He gives it to both Now and Fujisawa. This way, when the time comes, now will
2:26:45
go in tears to Fujisawa, begging him to give back her money. Fujisawa will obviously refuse. And when the clock
2:26:52
marks the deadline hour, all his frustrations, anxiety, and stress will disappear suddenly. Akama will exploit
2:26:58
this vulnerability by disguising himself as the money collector and making Fujisawa open the safe with the excuse
2:27:03
of counting the money, thus obtaining the money. Through this process, Akiama
2:27:08
not only understands complex psychological tactics, but creates situations that lead Fujisawa to suffer
2:27:13
from a paranoia disorder, cognitive dissonance, and stress induced cognitive decline. Basically, he drove a man to
2:27:20
insanity with just psychology.
2:27:25
Baku is given the task to choose the first number inside the dotty room. However, this is not as simple as it
2:27:30
looks since any number he inputs can give critical information on his number of beads. Baku wants to prevent this at
2:27:37
all costs. So, he abstractly thinks of a number that can shift the game to his favor, at least for the beginning. Baku
2:27:44
abstractly thinks out the number with the most probable sum when combining numbers from 2 to 20. As a result, this
2:27:50
leads Baku to the number 11, which can be achieved 10 times by summing the beads of the two players. Baku quickly
2:27:56
thinks of the pros and cons if he chooses 11. Even though 11 is the most achievable repeated number, he needs to
2:28:02
be totally sure this pick is the correct one. If he is right, he can obviously win the game. However, if he inputs 11
2:28:08

and is wrong, this will give Sudiguma the chance of eliminating both 11 and the other number that completes his number of beads to make the sum 11. So,
2:28:15
if this pick is wrong, Sudiguma can eliminate two numbers. Baku with this process can eliminate two numbers as
2:28:21
well as the total sum. This approach highlights the thinking value of choosing 11 as a first guess, balancing
2:28:27
probability with controlled info disclosure. For logical tier, Akyama takes it because he doesn't just use
2:28:32
structured logic, but orchestrates a multi-stage psychological breakdown, manipulating behavior across time,
2:28:39
introducing stressors, misdirection, and cognitive traps. For complexity tier,
2:28:45
Akiyama takes it because his feat involves long-term psychological destabilization, use of multiple tools,
2:28:50
surveillance, fake emergencies, fake game data, and timing. Baku's feet,
2:28:56
while efficient, is single-layered in nature. focusing on probability distribution and inference over time.
2:29:02
Abstract concepts but not as complex as Akyama's for resource management. Akyama
2:29:08
takes it the resources he used are inherent to his raw knowledge on human psychologically using solely this
2:29:13
abstract concepts to drive a man insane. For complexity of the situation, Baku
2:29:18
takes it due playing a more rule-restricted game. For adversity force, Baku takes it by executing this feat against Sudaguma. For situation
2:29:26
hostility, Baku takes it due the gaming being lethal. Feel free to pause your screen to read the results of feat
2:29:32
consistency. Same as reasoning, we are not going to use the countering metrics since it is a bit off for this category. That being
2:29:39
said, and after the distribution, Akiyama takes abstract thinking with very high difficulty against Baku.
2:29:47

Akiyama states that when he heard the game would be a 24 shot Russian roulette, he immediately and intuitively
2:29:53
knew he could abuse it. This is because the odds of shooting a blank on the first try and the fifth try are totally
2:30:00
different, which makes Russian roulette a game of probabilities rather than luck. This might seem like an obvious
2:30:05
point. However, when Akyama says he intuitively thought about it, it means he quickly foresaw that the game would
2:30:11
use far fewer bullets than the revolver's full capacity. To exploit the probability gap, it would take less than
2:30:17
half of the revolver's bullet capacity to make the trick work. At this point, we can be sure Akyama had an early
2:30:22
intuition about abusing bullet placement, a tactic he ultimately applies through his double straight bullet strategy.
2:30:30
Right after Baku regains consciousness, he quickly looks at the last three cards he has, he is able to rapidly form the
2:30:37
most probable hands from these cards and also identifies card number 25 as his strongest, his ace, since it can
2:30:44
complete a straight flush of clover. Thanks to his rapid thinking, Baku, who is in a situation where his mental
2:30:50
capacity is nerfed by being underwater with limited oxygen, is still able to analyze the strength of his cards and
2:30:56
save the 25 for later. This decision ultimately becomes the foundation of the 25 card tactic. Again, no need to
2:31:03
compare these feats. While both are brutally fast, Baku's feat is superior in this metric. As well as complexity,
2:31:09
good feats, but I think Baku takes quick thinking with very high difficulty.
2:31:16
Akiama at this point is certain of how Kikuchi's Joker trap works. So, he laterally thinks of a solution to win
2:31:22

the game, even with such a disadvantage. Akiama realizes that Kikuchi's overwhelming advantage stems solely from
2:31:28
knowing the Joker's location. If Akama can determine the positions of the other cards, he can counter the trap.
2:31:33
Observing the dealer's meticulous shuffling, Akyama requests a change in the shuffling method to a riffle shuffle, as it makes it harder to track
2:31:39
the cards since they're barely lifted. Kikuchi agrees, believing it doesn't disadvantage him as he can still follow
2:31:45
the cards more easily. However, Akyama's true goal is to learn the initial order of the cards. If he exchanges five cards
2:31:51
after the riffle shuffle, he gains knowledge of 10 out of 17 cards. Using these 10 cards and the dealer's perfect
2:31:58
shuffle, he reconstructs the positions of the remaining seven. With the card order now known, Akiyama can mentally
2:32:03
shuffle the deck to determine the best post shuffle combination. This ensures that Akiyama will always counter Kikuchi's joker. No matter what hand
2:32:11
Kikuchi ends up with, Akiyama can predict it and exchange cards accordingly to neutralize Kikuchi's
2:32:17
hand. However, if the post shuffle pattern isn't the strongest, Akiyama can ask the dealer to shuffle the deck
2:32:23
additional times, claiming Kikuchi might have seen the cards. This excuse allows Akyama to ensure he can secure the
2:32:29
strongest possible combination when needed. Akiama's approach is a textbook example
2:32:34
of lateral thinking. Instead of tackling the problem headon, he redefineses the situation, devises a creative strategy,
2:32:41
and leverages indirect methods to overcome Kikuchi's seemingly insurmountable advantage.
2:32:49
After the fourth round of air poker, Baku is at a total disadvantage. He knows Lo can fold and survive thanks to
2:32:54

his air bios reserve. So, he needs to get Lo to play the last round in order to have a chance of winning. Baku
2:33:00
acknowledges something. If Lo is cautious, which he is, he will bid one bios to observe Usugi's reaction. Baku
2:33:06
can abuse this by bidding six air bios, which will make Lo reevaluate the situation. Lo will speculate that if
2:33:13
Baku wins the last round by any chance, Baku will be ahead by just two air bios. Such a small difference won't be enough
2:33:19
to secure his survival. Baku is sure Lo will follow this reasoning process. It
2:33:24
is at this point that Lo will notice Usugi's broken glass and needle, and this will completely turn around the game play. Baku is confident that once
2:33:31
Lo realizes this, he will assume Usugi has been camouflaging his air bios. Linking this with Usugai's bios bet, Lo
2:33:38
can assume Usugai was baiting Lo to fold. Since Biku has the upper hand thanks to the camouflage. With this
2:33:43
thinking and with the simple action of raising his bios, Baku creates a situation where he forces Lo to play the
2:33:48
last round. For logical tier, Akyama takes it. His feat is built entirely on logical reconstruction, card tracking,
2:33:55
and deductive game manipulation. It's system based, not person based. And he predicts every hand possibility based on
2:34:02
a perfect mental model. For complexity tier close, but Baku takes it. His
2:34:08
lateral thinking is slightly more complex to grasp. For resource management, Baku takes it. He uses
2:34:14
nothing but body language, psychology, and a broken glass. No structural rules or systemic tools, yet successfully
2:34:21
flips the situation against Lo, one of the strongest foes in the series. For complexity of the situation, Baku takes
2:34:27
it by playing air poker. For adversity force, Baku takes it. He's fighting Lo,

2:34:33
a top level manipulator. For situation hostility, both were facing terrifying stakes. However, the tension in Baku's
2:34:39
game was higher due to underwater pressure. Feel free to pause your screen to read the results of feet consistency.
2:34:45
Based in this, Baku takes lateral thinking from Akiyama with extreme difficulty.
2:34:52
After Bali announces he will betray Akiyama if he turns him a Gaia, Akyama
2:34:57
sees an opportunity in this. He organizes the information chronologically, predicting what would
2:35:02
happen in the upcoming rounds if he turns Baldi into a Gaia. After Yakyama deceives Baldi at the last
2:35:08
moment of this round, Baldi becomes Agaya. This allows round 16 to proceed as usual with Harimoto and Yokoya
2:35:15
dominating the elections and eliminating one of Akiyama's chairs. Baldi, in response to the betrayal,
2:35:21
would reach out to Yokoya by the end of the round. In round 17, Yokoya uses Baldi's information to destabilize
2:35:26
Haramoto, taking control of the NG game and eliminating one of Haramoto's chairs. In round 18, Akyama manipulates
2:35:33
the Gaas to prevent them from entering the elections after they discover Yakoya eliminated Haramoto's chair. Haramoto,
2:35:39
realizing this, will not remain passive and will revolt against Yokoya, leading to a tie between now and Haramoto's
2:35:45
candidate, which triggers re-elections. In the re-elections, Yokoya might attempt to secure the 100% winning
2:35:51
method by cooperating with Haramoto since he knows giving Akiyama even slight power is dangerous. However,
2:35:56
Okiyama dismisses the possibility of such cooperation, knowing that both Yakoya and Haramoto want to be the final
2:36:02

winner. This disagreement causes both parties to approach Akiyama, asking him to eliminate the other's chair. Akyama
2:36:08
exploits this situation by eliminating Yokoya's chair, which forces Yokoya to retaliate against Haramoto.
2:36:15
In round 19, Yokoya seeks out the Gaia leader and allies with him, successfully reintegrating the Gaas into the
2:36:21
elections. As a result, Haramoto's chairs eliminated. In round 20, the game reaches a collapse
2:36:28
point. Haramoto starts giving away his winning medals to ensure cooperation. Meanwhile, Yokoya, now armed with the
2:36:34
Gaia medal information, approaches Haroto's secret ally, Sakai, and reveals Haramoto's misuse of Sakai's medals.
2:36:42
Yokoya convinces Sakai to join him, leading to Yokoya winning the round and eliminating Haramoto from the game.
2:36:49
All of this results in Yokoya and one of Akyama's crew members becoming the finalists of the game, which is exactly
2:36:54
what Akiyama intended. Through this use of vertical thinking, Ikyama processed and organized future
2:37:00
information to not only act accordingly, but also shield his strategy and make
2:37:06
this chain of events inevitable. Baku is aware that something feels off
2:37:12
in the hangman game, so he organizes the events that happened to gain a better understanding. It started when Kajji
2:37:18
accidentally triggered the gun. Nothing strange at that point. However, during the rock, paper scissors match, Baku
2:37:24
noticed there was some lag in Sodakuni's reactions. In this round, Baku dropped his card on purpose to observe Sadakun's
2:37:30
response. He noticed Sadakuni didn't pick it up immediately. Once again, he reacted with a delay, almost like he had
2:37:37
lag. Baku finally understood this lag was connected to the cameras. The reason was
2:37:42

simple. The events Baku recalled as lag were not visible to the camera at that time. Only after the camera switched
2:37:48
angles did Sodakuni react. From this, Baku deduced that more than one camera was being used in the game. Baku messed
2:37:55
up some of his cards on purpose during this round. The goal was simple. Buy time while the referees replaced the
2:38:00
cards so he could count the time interval between the camera switches. Eventually, he understood the camera
2:38:06
mechanism in depth. The cameras switched from the left at regular intervals. However, Baku
2:38:12
discovered something even more astonishing. When Kaji shot the machine gun before the game began, he broke one of Satakun's cameras. Baku realized that
2:38:19
although this camera was completely broken, it was still part of the camera rotation for Satakuni, which meant he
2:38:24
had 10 seconds of total darkness during each cycle. During the third game, Baku pretended to be indecisive about which
2:38:30
card to pick. This forced the referees to set a 1-minute time limit, which was perfect for Baku. It guaranteed he could
2:38:37
exploit Sadakuni's blind spot. Using vertical thinking, Baku connected the dots between each event, deduced the
2:38:42
camera switch tempo, and used this insight to create his winning strategy. Now, I don't think it's worth comparing
2:38:48
these two feats. One of them is clearly superior. Akyama's feet employs vertical thinking while predicting future actions
2:38:55
that will happen. Baku's vertical thinking was made based in past events. That being said, both are great feats.
2:39:01
So, Akyama takes this with high difficulty over Baku.
2:39:07
Akyama thinks about what is best to do in the contraband game. He is able to understand the surface mechanics of the
2:39:12

game. However, there's something that isn't that visible, but is ultimately important. The internal account of the
2:39:19
players. Ultimately, the team that has the most money in their external accounts will be the winner. But the money left in their
2:39:25
internal account will later be distributed equally to the enemy team. And this money that is distributed will be added as a debt to the winning team.
2:39:32
which means winning by the external account balance seems attractive. But just focusing on it without caring about the internal account means they will
2:39:38
have to pay a debt if they lose in total balance. Akama is able to conclude that winning by the external account is
2:39:44
pointless if the internal account money ends up going to the other team and they acquire a debt. Winning by external
2:39:50
guarantees the ticket for the next liar game stage. But at that point, everyone wanted to escape from the malicious
2:39:55
game. While winning by internal account leads to escaping from the game free of debts.
2:40:00
Akiama theorizes about multiple scenarios with different values for both teams where he can confirm winning by
2:40:06
internal account is more beneficial to the team. Finally, he analyzes the current
2:40:11
situation of the game. After 16 rounds, the balance of the game was as follows. External accounts, North
2:40:19
has around 1.3 billion yen. South has around 1.6 billion yen, which means
2:40:24
currently the winning team is the South. in internal accounts or the north has 1.9 billion while the south has 2.3
2:40:31
billion. If the game ends now, even if they win, they would need to pay the debt of 40 million yen even if they win,
2:40:37
plus the 400 million each player has to return. The next day of the game, Akiama
2:40:43
explores mechanics he can abuse to win the game. Players were told they can use their card to withdraw money, but Akiyama thinks, "What about depositing
2:40:50

money?" He goes and tries it, and in fact, he could deposit money in the ATM using his card. He also explores the
2:40:56
idea of withdrawing more money. They were told they can carry a maximum of 100 million to the inspection room, but
2:41:02
that doesn't mean they can't withdraw more. So, Akiyama tests his hypothesis and can in fact withdraw more than the
2:41:08
100 million. You can withdraw all your money as long as it is in your account. Also, what if you use someone else's
2:41:14
card? Akyama borrowed Na's card and had no problem withdrawing her money. Also,
2:41:21
what would happen if the card is damaged, like split in two? Akyama wanted to know the answer, so he went to
2:41:27
a Liar Game employee and asked what to do with it. The employee replied that as long as they can verify the card is
2:41:33
inoperable, they will give the owner a new one immediately. After this, Akyama broke Na's card and asked for a new
2:41:39
card, which they tended as a replacement. After the previous explorations, Akyama
2:41:45
is able to conclude there is a way to win the internal account battle by exploiting the mechanics he just discovered. In short, one of them will
2:41:51
take the cards of everyone and will withdraw all the money, while an ally they need to convince from the other team will take the 2.3 billion and
2:41:57
deposit all this money with his card into his account. This will ultimately boost the internal account of the south
2:42:02
team, which will guarantee they can escape the game. Through this divergent process, Akyama
2:42:08
is able to explore the rules of this game, scenarios, secret mechanics, and outcomes that allows him to take the
2:42:14
best decision. Once Baku gets to know the number
2:42:20
Sudiguma sent Hugo to put was eight, he immediately starts thinking of a bluff to trick Sudiguma. After hearing that,
2:42:26

Baku quickly thinks he needs to fool Sudiguma in order to make him believe he fell for his fake number bluff. If Baku
2:42:33
pretends to be fooled, that means Sudiguma's total beads can be 4, 5, 6,
2:42:38
or 7. This is the conclusion Sudiguma wants Baku to reach. Also, numbers lower
2:42:43
than four are impossible because Sudiguma guessed 14 in round two. Numbers higher than seven are impossible
2:42:50
because Suduguma told Hayogu to guess eight. It is in this moment when Baku reaches a conclusion. Based on the
2:42:57
previous information, if Baku tells Marco to input 13 in the ATM, the creation of the 13, which is nothing but
2:43:03
a bluff over a bluff, helps Baku to trick Sudiguma into thinking Baku has either six or seven beads. With the
2:43:09
following thinking, Baku thinks divergently, acknowledging Sudigum's point of view. Baku is sure the eight
2:43:15
number was a real attempt. Based on the 13th order Baku gave Marco, Baku can have either six, 7, 8, or nine beads. If
2:43:22
Baku has nine beads, he thinks the results will be displayed on screen. In round two, they found out the answer is
2:43:28
not 14. So, if Baku has nine beads, he can't be sure if the answer is 13, 15,
2:43:33
or 16, which doesn't match the confidence he displayed before. If Baku
2:43:38
has eight beads, he thinks the results could be in round two, we found that the answer is neither 12 nor 14. So if Baku
2:43:46
has eight beads, he can't be sure if the answer is 13 or 15. If Baku has seven
2:43:51
beads, he thinks the results could be in round one, we found that the answer is not 11. In round two, we found that the
2:43:57
answer is neither 12 nor 14. So if Baku has seven beads, he will think the
2:44:03
answer is 100% going to be 13. If Baku has six beads, he thinks the results could be.
2:44:09

In round one, we found that the answer is neither 10 nor 11. In round two, we found that the answer is neither 10 nor
2:44:15
11. Answer is not 12. So, if Baku has six beads, he will think the answer is
2:44:20
100% going to be 13. With this thinking, Baku creates the 13 beads bluff. By
2:44:26
thinking from Sudigum's point of view, Baku can be totally sure Sudiguma will reduce his beads to six or seven. Baku
2:44:32
ultimately makes his bluff even stronger by deciding to input 13 in the dotty room as well, which makes Sudiguma
2:44:38
totally sure Baku has either six or seven beads. For logical tier, Baku
2:44:43
takes it because the 13th bluff feed involves a logic maze of recursive deduction, bluffing based on what the
2:44:48
opponent believes you believe he believes, which is classic game theoretic deception. For complexity
2:44:54
tier, Akyama takes it because he uncovers hidden mechanics, simulates financial outcomes, and builds a
2:45:00
macroscale escape plan using multi-step rule abuse, ally coordination, and technical system manipulation. For
2:45:06
resource management, Kyama takes it. He tests, breaks, and re-engineers the entire card system using nothing but
2:45:12
observation and experimentation. Ultimately turning the rules themselves into his tool set. Baku plays cleanly
2:45:18
within the rules, but doesn't transform the infrastructure. For complexity of the situation, Akiama takes it by
2:45:23
playing contraband. For adversity force, Akiama takes it by facing Yakoya, a genius. For situation hostility, Baku
2:45:31
takes it due the lethal stakes. Feel free to pause your screen to read the results of feet consistency. So, Akyama
2:45:37
takes divergent thinking with extreme difficulty against Baku.
2:45:43

Baku quickly calculates the hand probabilities he can achieve in the hand chopper game to see if there is a winning method. However, he quickly
2:45:49
assimilates that If played perfectly, this game is destined to be deadlocked.
2:45:54
Considering Narinero is an expert in this game, there must be no loopholes he can abuse. Baku here is risking his stay
2:46:00
on Protoorus Island. If he loses here, he will automatically lose the BA end match, which equals death. So, Baku
2:46:08
needs to win here no matter what, which means he needs to do something risky. There is a loophole he can exploit. The
2:46:14
rules say a hand is destroyed when all the fingers are pointing up. So if Baku's hand gets wasted, he can cut his
2:46:19
own finger to continue using it. By doing this, the patterns of the game will change and will end with his
2:46:25
victory if Narin doesn't give up first due to the shock of what Baku will do.
2:46:30
By using convergent thinking, Baku created the only solution to win the hand chopper game.
2:46:37
When the rules of the final games were announced, Akyama quickly thought about solutions on how to save everyone in that game, focusing on winning. So
2:46:45
creating a winning strategy seemed like the right answer. However, even in this scenario, after paying his debt, he
2:46:52
would have a profit of 1.7 billion, which would be nowhere near enough to save everyone since the money required
2:46:58
for this is slightly more than 4.6 billion. The other option Akyama considers is convincing his team members
2:47:04
to put their prize money into saving everyone, but even then, it would amount to slightly more than 3.7 billion.
2:47:10
Again, not enough. Kyama is deeply concerned about the outcome of the game since the losers
2:47:15
will face a terrible fate in the black market. So he wants to save everyone from this. However, the options he has
2:47:21

are not enough to save everyone. Akyama has one idea. Losers are ultimately defined by the winner and the winner is
2:47:28
defined by the outcome. So what if by any means this game can't determine a winner? With this idea in mind, Akiyama
2:47:34
realizes there is in fact a way to prevent the game from choosing a winner. And it's by setting a final round where the last kingdoms face each other with
2:47:41
one life point. If he is able to create this scenario, the two kingdoms will refuse to input
2:47:46
any action at the end since any action consumes one life point. One extra action would make them lose. This will
2:47:53
set the game into a stalemate. Forcing the game into a stalemate won't solve everything. If Akyama is able to create
2:47:59
this situation using weak methods, the Liar Game team can simply give extra life points to the last kingdoms so they
2:48:05
can continue and determine a winner. But what if Akyama is able to manipulate the actions of the last standing kingdoms
2:48:11
using logic? If he creates an unbreakable strategy that makes them perform round after round of actions
2:48:17
that cause a deviation, then the extra life points won't matter. This is when the idea of the action
2:48:22
table comes in. Since even if they are given extra life points, the actions Akyama will provide them, which are
2:48:28
indeed flawless and cost no life points, will still create an unbreakable loop.
2:48:33
Akama at this point knows the liar game is based on a book. If this is the final game and the stalemate is unbreakable,
2:48:39
what else can the Liar Game organizers do? They have no more games and they also can't determine a winner if Akyama
2:48:45
logically manipulates the actions of the Final Kingdoms. Here, Akyama reaches the conclusion that they will have no choice
2:48:50
but to cancel the tournament since they have no backup games and no way to disrupt the stalemate. Thanks to this

2:48:56
convergent process, Akyama is able to find the only right solution in his situation. With this idea, he creates
2:49:01
the stalemate plan, an unbreakable pack that ensures this outcome. Akayama finally decides that aiming for a
2:49:07
stalemate is the best decision he can make, even if it means losing on purpose. Akyama knows that if everything
2:49:13
is set correctly, the stalemate will be unbreakable and will end up saving everyone's life. In the end, Akyama is
2:49:18
able to execute the stalemate, and the Liar Game tournament is finally cancelled since they had no other option.
2:49:25
Even if they gave the last two kingdoms extra life points, the actions Akyama provided beforehand were still followed
2:49:30
because of their perfect internal logic. At this point, continuing the game became useless since the trap Akiyama
2:49:36
set was designed to persist even with extra life points. With this brilliant decision, Akiyama saved everyone in a
2:49:42
game that excelled in stakes and pressure. For logical tier, Akiama takes it because he doesn't just solve the
2:49:48
game, he solves metagame conditions, understanding that if no winner exists, the tournament collapses. His solution
2:49:55
bypasses gameplay and targets game architecture itself. For complexity tier, Akiama takes it because his plan
2:50:02
involves choreographing endgame actions, building a loop proof action table, and hijack games control. Resource
2:50:09
management. Baku takes it. He sacrifices one finger to win the king position, turning something as precious as the
2:50:15
ultimate resource. Complexity of the situation. Akiama takes it by playing records of the four
2:50:21
kingdoms adversity force. Akiyama takes it by facing Yakoya. Situation
2:50:26

hostility. Akiama takes it. The hostility of this game is lethal considering the lives of
2:50:32
all the players in game. Feel free to pause your screen to read the results of feet consistency. After this analysis,
2:50:38
Akiyama takes convergent thinking with high difficulty over Baku. [Music]
2:50:44
During the first day of musical chairs, Akyama faced an open war with Haramoto and Yokoya. The situation in musical
2:50:50
chairs was so unstable and volatile that Akyama could foresee the game spiraling out of control for all three main teams,
2:50:57
including his own. If the game continued at this pace, the most likely outcome would be the teams giving away their
2:51:02
winning medals to the Gaia in exchange for votes. Here, Akyama acknowledges the importance of the Gaas in the long run,
2:51:08
but also considers one key factor. So far in the game, the teams have been delivering their trash medals to the
2:51:14
Gaia to gain votes. This ultimately means that the Gaia's individually possess medals from almost every player
2:51:19
in the game. However, these medals are currently worthless since the teams have already designated their final
2:51:24
candidates, making the value of those medals effectively zero. With this in mind, and considering a possible endgame
2:51:30
scenario where Akyama might be forced to give away his medals to secure victory, he comes up with a plan.
2:51:36
What if he could collect all the Gaia's trash medals? By this point in the game, several
2:51:41
rounds have passed and Akyama can safely assume most trash metals have already been distributed. If he can somehow
2:51:46
gather these medals and then engineer a situation where the player who gave away the most trash metals becomes the last one sitting, their value would instantly
2:51:52
change, turning trash into gold. With this premise, Akyama creates the Gaia Alliance and instructs Young Jump to

2:51:59
collect all the trash medals and hand them over in exchange for medals from Akiyama's team. He also assigns Young
2:52:05
Jump the task of distributing one trash metal of each type back to the Gaia with the specific purpose of ensuring their
2:52:10
cooperation in the final round when they will realize that these trash metals can be transformed into gold.
2:52:18
Baku is in a bad situation during the final round of the paper labyrinth. Since Yukiti broke the mechanical pencil
2:52:24
Baku previously used as his ace in the first round, Baku has no option left but to use the pen. At this point, Baku
2:52:31
fully understands how the copying mechanism of the labyrinth works. If he uses the pen, his route will be copied
2:52:36
onto Yukit's paper. Baku had kept part of the eraser from the mechanical pencil. Now he has an idea. If the pen's
2:52:44
ink is transferred to Yuki's paper, then dried ink will not be transferred. However, he doesn't have enough time to
2:52:50
let the ink dry naturally. So, what if he uses the eraser to dry the ink himself?
2:52:57
This idea could work, but Baku thinks of an even more clever way to exploit this trick. Instead of erasing large portions
2:53:03
of the maze, Baku decides to draw the entire labyrinth normally, but then right at the end, he erases one of the
2:53:09
walls surrounding the exit. This way, Yuki will receive an exact copy of Baku's labyrinth except for the erased
2:53:15
wall, which will not appear on his copy. At this point, Baku has an ace up his sleeve. But even if Yuki doesn't notice
2:53:21
the erased wall, that still doesn't guarantee Baku's victory. So, Baku decides to go a step further by abusing
2:53:28
the ink transfer mechanism. Again, on the back side of his paper, right behind one of the exit walls, Baku draws a fake

2:53:35
wall. His intention is simple. The ink from the backside will be transferred to Yukiti's paper. When Yukid sees this, he
2:53:42
will avoid the real walls around the exit, including the fake one since it appears like a real wall. As a result,
2:53:48
Yukid will try to escape through the erased wall, which doesn't exist in his version, causing him to crash and
2:53:53
ultimately lose the game. With this multi-layered thinking, Baku was able to create an invisible wall and
2:53:59
a fake wall, leading to a brilliant psychological trap that ultimately secured his victory. For these feats, I
2:54:05
don't think it's worth comparing. While I think Akiyama's feet is superior considering the game he was, he rivals
2:54:12
he faced and his ability to control the whole game. As a creative thinking feat, I feel Baku's paper Labyrinth feet is
2:54:18
more creative. I have always find this feat top-notch in creativeness. Don't get me wrong, Akyama's feet is too, but
2:54:25
the creativity Baku displayed here is more brilliant to me. So, Baku takes this with very high difficulty.
2:54:33
Akyama noticed that Yokoya's predictions were extremely accurate. Later, when Nao set a teddy bear as a
2:54:39
test, Yokoya claimed there was nothing in the suitcase, failing to detect the hidden item. This contradicted his claim
2:54:46
of clairvoyance. Based on this, Akyama recognized that Yokoya's clairvoyance might not be
2:54:52
supernatural, but instead rooted in something else. Akyama observed that Kikazawa's ability
2:54:58
to detect smuggling, though not the exact amount, could be related to Yokoya's flawless predictions, but
2:55:03
through a different method. He also noticed a strange disruption. The enemy team was smuggling 40 million. Until
2:55:08

that point, they were either smuggling 100 million or nothing. The amount seemed completely off. Later, the next
2:55:14
smuggler carried 50 million, which led Akiama to question how much money Kazawa had amassed. He realized it was a total
2:55:20
of 290 million in four rounds, the same amount Yokoya had gained earlier. This led Akiyama to deduce that the matching
2:55:26
profits suggested a mutual conspiracy. Yokoya and Kikazawa were likely trading information about their respective teams
2:55:33
smuggling activities to profit together. Akyama noticed that Yokoya stopped receiving money from the southern team
2:55:39
at the same time. and Kikazawa claimed to have stomach issues and sent someone else in his place.
2:55:44
This timing suggested that the information flow between them had been disrupted. Akyama realized that Yokoya
2:55:50
and Kazawa's strategies were interdependent. Yokoya relied on Kazawa's signals to predict smuggling amounts. Akyama predicted that Kazawa
2:55:57
would attempt to resume the scheme by signaling Yokoya with a specific amount, 91.11 million.
2:56:03
He anticipated that Kikazawa would use a smuggler to carry out the plan. Akiama understood that breaking their alliance
2:56:09
required disrupting the signaling system. Akiyama fabricated a story about Yokoya's reliance on body language to
2:56:14
approach the next smuggler without raising Kikazawa's suspicions. He gave the smuggler a paper supposedly containing 50 pointers on reading
2:56:21
people. The paper instructed the smuggler to bring 91.12 million instead of 91.11 million. By altering the
2:56:27
smuggled amount slightly, Akama ensured that Yokoya would miss the prediction, breaking the alliance between Yokoya and
2:56:33
Kikuzawa. Akyama's use of critical thinking successfully exposed and disrupted the
2:56:39

conspiracy, proving that Yokoya's clairvoyance was nothing more than information sharing. By identifying the
2:56:45
key events and connections, Akiyama was able to create an effective countermeasure and prevent the deception from continuing.
2:56:54
Baku needs to figure out the pacing of the game to exploit his leap. Second plan. As soon as the game begins, Baku
2:57:01
needs to take the risk of dying first in order to understand how the timing of the game works. in the event of a death,
2:57:06
the recovery time and the resume interval. This decision is ultimately a use of critical thinking as Baku
2:57:12
concludes this is the best moment to die. Considering that the leapse second is still far from happening, and the
2:57:18
chances of dying here are extremely low if he manages to receive only the penalty of a failed check, Baku noticed
2:57:23
that Yaku took exactly 1 minute while preparing the needle and injecting the drug into him, which means the time
2:57:29
required for this action is fixed and consistent. Baku experienced 1 minute of near death, which was the time he
2:57:35
remained unconscious. After the 1 minute penalty passed, the revival process began. Baku revived at 8:15 a.m.,
2:57:42
meaning the resurrection took 1 minute. Yaku then announced the next round would begin in 2 minutes at 8:17 a.m. So, the
2:57:50
total time for revival and resuming the game was 3 minutes. Baku concludes that this is the pacing the game will follow,
2:57:57
where the only variable element is the death duration, which will increase in later rounds as players begin accumulating the drug. With this
2:58:03
understanding, Baku now has the necessary knowledge to align his turn to be During the minute of the leapse
2:58:08
second, ensuring he can fully exploit his leap-second plan. For logical tier,
2:58:14

Akiyama takes it because his feat involves identifying invisible cooperation, predicting their next
2:58:19
collusion attempt and engineering a subtle derailment through information. Baku's feet uses good logic, but is more
2:58:25
focused in pacing, which is easier to calculate. For complexity tier, Akiama takes it due to the multivariable
2:58:32
deduction, analyzing team money flow, timing of player substitution, message signaling via cash values, and precise
2:58:38
manipulation of message distortion. Baku's feet is tight and calculated, but operates within a single layer system.
2:58:46
For resource management, Baku takes it because he voluntarily dies just to collect intangible system data, managing
2:58:52
risk to gain future advantage, all without access to any human allies or concrete tools.
2:58:58
For complexity of the situation, Baku takes it for the game being slightly more restricted. For adversity force,
2:59:03
Baku takes it for executing this against HAL. For situation hostility, Baku takes it because his action literally involves
2:59:09
voluntary clinical death and involves executing the same action later, which can cause his death. Feel free to pause
2:59:15
your screen to read the results of feet consistency. With this, Baku takes critical thinking with extreme difficulty against Akiyama.
2:59:24
First, the bags. During the rehearsal, Akyama immediately realizes that the bags used to carry money can give away
2:59:30
the amount inside based on the sound they make while the smuggler walks. With this insight, Akiyama is able to
2:59:36
intercept the money on his first try, relying solely on auditory cues. Then he analyzes sociopolitical dominance. After
2:59:43
observing Yokoya's methods, Akiama concludes that his extreme control stems from two key psychological levers, greed
2:59:49

and fear. For example, greed drives Japanese salarymen to dedicate their lives to corporate loyalty. Fear
2:59:56
preserved the Nazi regime's grip on power. Akyama applies this logic and concludes that Yakoya's regime of fear
3:00:02
will collapse once his team members are given the means to rebel. From this sociopolitical evaluation, Akyama
3:00:08
becomes certain that Yokoya is controlling the team rotations, the money flow, and ATM card usage. Next,
3:00:14
the ATMs, Akiyama understands that winning through external account balance is meaningless. Even if a team advances,
3:00:21
they can still end up with crippling debt. In contrast, winning by internal balance, which ensures no leftover money
3:00:28
goes to the enemy team, means the players can escape the game debtree. Then the cards players were initially
3:00:33
told they could withdraw money using their cards, but Akyama considers a different angle, depositing money. He
3:00:38
tests it and confirms a TMS allow deposits. Next, he questions the withdrawal limit.
3:00:46
Players are told they can carry only 100 million yen to the inspection room, but Akyama realizes this doesn't restrict
3:00:52
total withdrawals. He tests this and successfully withdraws his full balance,
3:00:57
confirming there is no withdrawal cap. Then he wonders what happens if he uses someone else's card. Borrowing Na's
3:01:04
card, he withdraws her money without any issues. Finally, he explores what happens if a card is damaged. He asked a
3:01:09
Liar Game employee who explains that as long as the card is verified as inoperable, they'll issue a replacement.
3:01:16
To confirm this, Akama breaks Na's card and receives a new one with no trouble. Through these careful experiments,
3:01:22

Akyama uncovers several hidden mechanics overlooked by the other players, critical elements he will use in his
3:01:27
final plan. Next, the elements of the scene, Akyama examines the physical layout of the environment to see if any
3:01:33
part can be exploited. He identifies that the hallways between both countries and the customs office are completely
3:01:38
inaccessible to everyone except the smuggler, the inspector, and the liar game staff. This zone is a complete
3:01:44
blind spot. Whatever happens there is invisible to the rest. Akyama uses this as the foundation for his final bluff
3:01:51
and endame strategy. He also examines the southern country's room, finding a speaker, thus deducing it contains a
3:01:58
magnet. This magnet can demagnetize ATM cards, corrupting them without visible damage. Akiama integrates this into his
3:02:05
plan to clone and sabotage an enemy team's card. And finally, the tape recorders. After gaining intel on
3:02:11
Yokoya's point system, Akyama identifies the tape recorders as potential weapons against him. He uses one to record and
3:02:18
expose Yakoya's plans, persuading Hazawa to betray Yakoya. The Rebel trio also uses these tape recorders as a covert
3:02:24
communication system within their own country, bypassing Yakoya's surveillance.
3:02:29
Throughout the Contraband game, Akiyama takes every element into account from bag sounds to ATM functions, political
3:02:36
psychology to spatial layout. With methodical observation and experimentation, he creates a strategy
3:02:42
that is flawless in its depth and rooted in both human psychology and mechanical systems.
3:02:50
Baku makes a bold gamble, guessing the winner of a deadly game he wasn't even present for. To succeed, he must analyze
3:02:56

all elements holistically using logic, deduction, and psychology to arrive at the correct answer. Baku first grasps
3:03:04
the physical setup of the room. An eccentric space belonging to a toy maker filled with unique and bizarre props, an
3:03:10
ornate room decked in golden jewelry, a fish tank, two seats, a neck plushy, which is the weighted collar, a net, a
3:03:17
set of knives, cash, and a spinning platform in the center controlled remotely. These components, while
3:03:23
seemingly decorative, are all part of the game's mechanism. Next, Baku evaluates the psyche of the two
3:03:29
gamblers. The host is an absurdly rich and sadistic man who created a lethal game purely for entertainment. The
3:03:36
challenger is a young, bold gambler driven by greed and with the guts to participate in such a dangerous contest.
3:03:42
Understanding their psychological profiles helps Baku predict behavior under pressure. Baku recalls a seemingly
3:03:48
minor event. Murkabashi dropped a diamond ring under the fish tank and asked Yaku for help moving it. This
3:03:53
moment, though easily dismissed, turns out to be crucial. Baku carefully analyzes the rules and
3:03:59
structure of the game. He even asks Yaku for the weight of the currency bills, allowing him to estimate the level of
3:04:05
pain and risk the gamblers faced in each round. He listens closely to Yaku's detailed breakdown of the rounds,
3:04:11
internalizing the physical and mechanical elements of the match. After just hearing about the first round, Baku
3:04:17
is already confident enough to write down his prediction. Marabashi will win. His reasoning is not blind faith, but a
3:04:24
precise deduction of psychology, physical mechanics, and intent. Later, Yaku tells Baku that in the third round,
3:04:30

Marcoashi had 100 kg suspended around his neck. Surprisingly, Beaku responds
3:04:36
that it doesn't seem like 100 kg, reinforcing his confidence in Marco's survival. Yaku then explains, "When
3:04:44
Marabeshi dropped the ring and asked for help moving the fish tank, he deliberately repositioned it near the spinning mechanism in the room. During
3:04:50
the second game, when Hiaguchi used the remote to spin the room, Marabashi suddly stopped the rotation at just the
3:04:55
right point, preventing the fish tank from passing behind him. This allowed him to survive the apparent 100 kg
3:05:01
weight because in truth, the cash was inside the water- fil tank, making it buoyant and drastically reducing the
3:05:06
effective weight. Through his holistic thinking, Baku without ever witnessing the game, Baku
3:05:12
accurately predicted the winner, proving the power of observational logic, foresight, and deduction. For logical
3:05:19
tier, Baku takes it predicting the winner of a multi-phase death game without witnessing it based on causal
3:05:25
reconstruction is a monumental logical feat. It involves advanced abductive reasoning. For complexity tier, Akiama
3:05:33
takes it. His feet span psychology, hardware, mechanics, spatial layout,
3:05:38
team dynamics, and micro observation. The sheer number of independent yet interconnected systems he reverse
3:05:44
engineers is staggering. For resource management, Akyama takes it. He converts
3:05:49
literally everything, cards, magnets, speakers, walking sounds, recorders into
3:05:55
tools for control despite no direct leverage or initial resources.
3:06:02
[Music]
3:06:25
Akyama understands that bid poker is inherently deceptive. While it appears the goal is simply to buy cards at low
3:06:31

prices and sell yours at high, in practice, this is unreliable. There's always the risk of someone outbidding
3:06:37
you and stealing your target card. Rather than focusing on individual card acquisition, Akiyama sees the game for
3:06:42
what it truly is, a majority rule-based economy. If winning card by card is too volatile, what's the alternative?
3:06:48
Akiyama identifies the foundation of bid poker as a majority rule mechanism. Meaning players who control the majority
3:06:54
of resources, cards, or coins can dominate the market. He realizes that even if a player is short on cards, as
3:07:00
long as they possess a significant amount of coins, they can still win by forming an alliance that controls the flow of transactions. Akama proposes a
3:07:07
system. If two players hold more coins combined than the rest, they can agree to exchange cards and coins exclusively between themselves. This prevents
3:07:14
outsiders from interrupting their transactions and guarantees that the alliance gets the necessary cards without wasting resources. Akyama
3:07:20
envisions a plan that allows him to save all players by building a team with coin dominance, preventing hostile third parties from interfering with controlled
3:07:26
trading. However, the plan isn't flawless. Akyama faces two key problems.
3:07:32
He currently doesn't have enough coins to form a controlling alliance. More critically, the lack of trust among
3:07:37
players undermines the strategy. In a game where one person can hoard capital after gaining the upper hand, others may
3:07:44
refuse to cooperate, knowing there's no guarantee of mutual benefit. This makes implementing the majority rule strategy
3:07:50
nearly impossible under current conditions. Akiama shifts his thinking. If he can't force majority rule yet, he
3:07:57
must understand what the enemy plans to do. He recognizes that finishing first is disproportionately rewarded. Losers
3:08:03

must pay 100 million yen to the first place player, 60 million more than second place receives.
3:08:10
This heavily incentivizes the enemy team to steal first place and push others into Cara status, ensuring maximum
3:08:16
penalties. At the end of the deal session, Akyama sits in first place with 295 coins,
3:08:22
which makes him the primary target of the enemy's aggression. Akyama sees an opportunity. He and Harimoto each have
3:08:28
five extra cards. Two other players are completely cardless. If they can distribute these cards lots
3:08:34
strategically, they can simulate a fair redistribution. Akyama plans to discard his lot in a way
3:08:39
that Haramoto intercepts it, achieving two things. Haramoto becomes seen as an enemy for stealing from weaker players,
3:08:46
and Mikamoto, who has the most coins, will be forced to respond. Based on their cards, Akyama anticipates that
3:08:52
Haramoto will use Mika's six of spades and Abee's eight of spades to take first place, regardless of Akyama's
3:08:59
involvement. That's what he wants. If Haramoto naturally takes first, the enemy will believe Akiyama can't do
3:09:04
anything to stop it and will shift their focus to turning the remaining players into pigs, cardless losers. This creates
3:09:11
psychological pressure, the exact condition Akyama needs to set the majority rule in motion. Now Muscles, a
3:09:16
cardless player, can act as a spy for Akyama. Because Harmodo just robbed him of a card lot, Muscles has no incentive
3:09:23
to betray Akiyama. Akiyama analyzes the other decks and finds potential optimizations. He sends
3:09:30
muscles to deliver this information to Kamura, who will instinctively act to sabotage the enemy team's chances once
3:09:35
Haramoto takes first place. This chaos further disrupts player plans, pushing them toward Akyama's

3:09:41
solution. Akiama knows that if players are systematically interrupted by Kimura and Kauai, they will begin to lose hope.
3:09:48
Then Akyama can offer them a solution. A majority rule packed where they will all technically lose, but Akiyama in first
3:09:54
place will pay off their debts. He runs the math and concludes that if he discards a useless card and sells it at
3:10:00
a high enough price to block interference and acquires Tanaka's five of diamonds and Seeki's diamonds of three and six, he can upgrade his hand
3:10:07
from a threecard diamond straight flush to a seven card straight flush, guaranteeing first place.
3:10:12
With the coin dominance and the card control secured, the majority rule becomes executable, saving the other
3:10:18
players while ensuring Akyama's win. Through layered analysis, enemy manipulation, and a carefully timed
3:10:25
psychological trap, Akiyama turns an impossible social and mathematical problem into a winnable strategy. He
3:10:31
transforms the selfish chaotic nature of bid poker into a structured majority-based operation, saving lives
3:10:37
while securing victory. In the labyrinth, when Baku reaches F3,
3:10:44
he overhears key details. His starting point was a six, and he learns both his own current position and the other
3:10:50
players starting points. This gives Baku a vital anchor for reconstructing the route he's taken through the labyrinth.
3:10:56
The players are given several important hints by Katakura. There is only one cross-shaped fork in the labyrinth. The maze is constructed
3:11:03
so that each player will pass through all rooms using the shortest route. It is designed for easy encounters between
3:11:08
players. With this in mind, Baku retraces his path from A6 to F3 and
3:11:14

notices that the structure of the maze strongly resembles the black path game routes. In the black path game, there
3:11:19
are three types of forks, T1, T2, and T3, with T3 being the cross-shaped fork.
3:11:26
However, Baku rules out T3 for two reasons. Katakura emphasized there's one cross-shaped fork, implying a singular
3:11:32
instance, not the entry point and forks. None of the observed rooms resemble T3, which was heavily featured in the black
3:11:39
path game. This deduction narrows down the route possibilities to only using T1 and T2 fork types. Using the knowledge
3:11:45
of his start at A6 and the shortest path rule, Baku narrows the possible exit points to B6, A1, D6, A3, F6, and A5.
3:11:55
Considering he is at F3 after traversing 18 rooms, only A1 and A5 could logically be reached in that number of steps while
3:12:01
obeying the shortest path rule. From A6 to F3, Baku identifies his movement through the following room types on
3:12:07
screen. This allows Backer to begin modeling the possible remaining path to an exit. If the exit is A5, the correct
3:12:13
combination of rooms from this point would be however during the route, specifically
3:12:19
at C3, there's a possibility of turning right, which would open a different path entirely. If turning right at C3 is
3:12:26
possible, then A1 becomes a viable exit instead. Baku mentally reconstructs this
3:12:32
alternate route as well, ready to adapt depending on how the path unfolds. Baku analytically determines both his route
3:12:38
and the possible exit scenarios. This shows his capacity for highle analytical thinking. For logical tier, Akyama takes
3:12:45
it. While Baku reconstructs movement using known patterns, Akiyama redefineses the entire structure what of
3:12:51
bid poker from a card acquisition game to an economy driven by majority control. He predicts outcomes not only

3:12:57
through logic, but through manipulating enemy expectations, layered incentives, and macro strategy. His reasoning blends
3:13:04
game theory, trust dynamics, and long-term forecasting. For complexity tier, Akyama takes it. His plan operates
3:13:12
across multiple dimensions. economic systems, psychological leverage, coin flow control, betrayal management,
3:13:18
alliance building, and false flag tactics. It's not just about playing cards well. It's about rewiring how the
3:13:24
entire game functions. Baku's labyrinth analysis is detailed, but occurs in a single confined system with no social
3:13:30
interference. For resource management, Baku had clues, information given by the enemy, which helped him to analyze the
3:13:36
game. Akyama had nothing. His resources were purely mental and had to analyze the game entirely by himself. For
3:13:42
complexity of the situation, Baku takes it for playing Labyrinth. For adversity force, Akiama takes it because he faced
3:13:48
Haramoto and Kimura, top tier strategists. For situation hostility, Akiama takes it. Losers of bid poker
3:13:55
will get out of the safe zone of the tournament, which will end up with them being sold to the black market. Feel free to pause your screen to read the
3:14:01
results of feat consistency. So, Akama takes analytical thinking with high difficulty over Baku. After these vast
3:14:08
analysis in their thinking feats and distribution, Akama takes thinking with very high difficulty over Baku. For
Full-Scale Intellectual Quotient
3:14:14
fluid reasoning, we are going to analyze their best feet in the respective subcategories showed on screen. Starting
3:14:19
with learning ability and adaptability.
3:14:25

For this feat, we are going to explore the rules Akyama had to memorize and master in order to find loopholes and
3:14:30
secret mechanics through the Liar Game tournament during the time lapse. The liar game took place in oncreen the
3:14:35
rules of minority rule. Now let's see the loopholes Akiyama found using his learning ability.
3:14:42
Akiyama discovered that by forming a team of eight players and dividing the votes, one of them would end up as the
3:14:47
last minority, thereby winning the game. It was never stated in the rules that votes couldn't be revealed. Akiyama
3:14:54
revealed his vote in the final round to create confusion and force the game into a deadlock. The diamond pin was never stated to be required to redeem the
3:15:00
prize. Akiyama used this ambiguity to convince a player to team up with him by giving him his diamond for downsizing
3:15:05
game by using the M tickets and exploiting
3:15:12
the agreed payment time which was never stated to be immediate. Akiama set the deadline just before the end of the final round. This gave now enough time
3:15:19
to gather the money by taking advantage of the revival round mechanic. He instructed now to bluff. Other revival
3:15:25
rounds were taking place at the same time and one of the participants had dropped out. Therefore, by receiving the
3:15:30
most votes from the losers, she would advance to the next round. In Fukunaga's game, he exploited the loophole that
3:15:35
cards couldn't be seen inside the bag, which allowed Now to scratch the card and win contraband game rules. Now, the
3:15:41
loopholes and secret mechanics he found, the remaining balance becomes the player's personal prize money. He
3:15:46
noticed the balance difference between the external ATM and the internal account. He used the sound of the cash
3:15:52

inside the bag to determine whether there was money in it. It was never stated that you couldn't deposit money into your own ATM. He figured out that
3:15:59
you could. It was never stated that objects couldn't be brought into the inspector's room. He used this to bring
3:16:04
in Na's teddy bear and a speaker. Withdrawing more than 100 million yen is possible. You can damage your own card
3:16:11
and it will be replaced. He exploited the other team's tape recorders to communicate covertly. He abused the
3:16:16
loophole in the money deposit system and instead claimed he had hidden the money. It was never stated that inspectors
3:16:22
couldn't carry money. He exploited this to determine whether the smuggler was holding cash or not. He discovered the
3:16:28
upcoming revival round which allowed him to continue playing despite being in debt. Russian roulette.
3:16:36
He placed the bullets with a 2x2 spacing to avoid being shot twice. He discovered an inconsistency between the spinning of
3:16:42
the cylinder and the position of the gun, which caused the revolver's center of gravity to shift. He identified that
3:16:48
the cylinder spun counterclockwise by observing the placement of his previously loaded bullets. Using the excuse that setting the three bullets
3:16:54
straight would guarantee not firing your own bullets, he indirectly manipulated the other team to set three consecutive
3:17:00
bullets twice, which allowed him to control the cylinder's position. 17. Poker.
3:17:11
Since the game uses only 17 cards, it will always result in at least a pair. He exploited the game's specific
3:17:17
shuffling mechanism to his advantage. He uncovered the joker card trick which was based on a loophole in the game. By
3:17:23
exchanging three cards in the first round despite already having a straight, he aimed to draw a better hand and bait
3:17:29

Kikuchi, exploiting the loophole involving the use of seven cards. Stationary roulette rules.
3:17:39
He found that it was never stated in the rules that the betting numbers must include the winning number. By betting
3:17:44
on non-winning numbers, the opponent is lured into doing the same, ultimately leading to their loss. Pandemic game
3:17:51
rules.
3:17:56
He abused the watch mechanism by creating a fake circuit scheme. It was never stated that checked rooms had to
3:18:02
be abandoned afterward. Akyama used this to lock himself inside a room, forcing Yokoya into direct contact. Musical
3:18:09
chairs, game rules.
3:18:16
He figured out the loophole in the map that spoiled the direction Haramoto took to his chair. It was never stated that
3:18:21
participating in the elections was mandatory. By exploiting this, Akyama tore apart the enemy alliance. Akyama
3:18:28
was the first to realize the importance of the Gaia. By participating in the elections, they became the driving force
3:18:34
of musical chairs rather than mere decoration. He formed the Gaia Alliance to gain partial control over the game
3:18:40
both in medals and elections by utilizing players who were otherwise seen as useless. With the Gaia working
3:18:46
together, they could collect trash medals and identify which players were intended to win. From a simple description, he noticed the mechanism
3:18:53
Haramoto and Yokoya used to choose their numbers. He uncovered a loophole in this game that allowed players to hide their
3:18:59
own numbers. He abused the alliance system to exhaust his enemies during the night phase. He realized that medals
3:19:04
previously seen as trash could be converted into winning medals if the player originally meant to lose became the winner. He orchestrated the victory

3:19:10
of the player with the most trash medals in order to maximize profit. Bid poker rules.
3:19:19
He discovered that the discard then confirm mechanic ensures the card will be placed at the top of the list making it the first to be sold. This was a key
3:19:26
part of his majority rule scheme. It was never stated that players couldn't use the location of the facility to their advantage. Akyama exploited this by
3:19:33
sending Harimoto to another room and then locking himself in, pressuring his enemies to accept the deck trade pact.
3:19:39
Ghostle lottery rules. This is the only game Akyama did not
3:19:44
abuse of any loopholes or secret game mechanics. Human auction rules.
3:19:51
By bidding on an unwanted player, Akama forced others to outbid him since at that stage of the game, his bid
3:19:56
succeeding would risk everyone's defeat. This strategy allowed him to force two teams to form before it was his turn. He
3:20:03
abused the tablet mechanic by exchanging tablets with Ko, ensuring that her team couldn't place a bid for him.
3:20:10
Records of the four kingdoms rules.
3:20:17
For his anti- spy strategy, Akyama exploited the fact that the rules did not specify the general's position couldn't be revoked. He used this
3:20:24
loophole to continuously rotate the general of the last two kingdoms each round. Following a pre-planned script with the optimal actions, he exploited
3:20:31
the stalemate loophole by manipulating the game so that the last two kingdoms each ended up with only one LP. Due to
3:20:36
the high cost of actions, this forced both kingdoms into an action since the game couldn't determine a winner in that
3:20:42
situation and losers are ineligible to win. All players debts were cancelled.
3:20:47
Across a total of 12 games composed of 130 rules, Akiyama mastered their systems, uncovering 45 loopholes and
3:20:54

hidden game mechanics, demonstrating his exceptional ability to learn, adapt, and dominate.
3:21:03
For this feat, we are going to take the month where Baku played Tower of Karma, the band, and STL, the rules of Chaplain
3:21:10
on screen.
3:21:17
In this game, Baku abused the probabilistic loophole of the numbers, picking up the numbers that reveal the
3:21:22
less information. Paorus rules. In this game, Baku exploited the reset
3:21:28
mechanic. One week after the Kaiser raises, the game's progress is reset.
3:21:34
The system automatically selects the three highest level players as kings by forcing Lo to become the Kaiser and
3:21:40
ensuring he held three highle vests. Baku secured his position as Kaiser for the final day of the gamble,
3:21:46
the encirclement of the four gods.
3:21:51
Baku discovered that by exploiting the betting mechanic, specifically by identifying who was betting the most bios, he could place a slightly smaller
3:21:59
bet. This allowed him to earn bios while staying under the radar. As the banker would target the top bidder instead, he
3:22:04
conspired with the highest bidder, allowing that player to stand on top in exchange for revealing the number of bios he would bet and the direction he
3:22:10
would point in the first round, thereby increasing Baku's chances of winning. He exploited a loophole in the rules,
3:22:16
pointing out that it was never stated the banker was required to point. He also took advantage of the banker switching mechanic by declaring he
3:22:22
wouldn't attack. The role of banker was forcibly passed to another player, reducing Baku's losses in BIOS. Hand
3:22:27
chopper rules.
3:22:32
Here he exploited the loophole that cutting off his own finger would allow him to reuse his hand. Air poker rules.

3:22:43
Exploited the mechanism of the regulator by shattering to camouflage his oxygen and communicated with Hal via Morse
3:22:48
code. Dropped the handkerchief rules.
3:22:56
Baku exploited the loophole of D position since it wasn't stated D must be behind C to perform his action.
3:23:02
Exploited the mechanism of the safe checks at 60 seconds. Over the course of the month in which the culmination of
3:23:07
his decadel long plan took place, Baku had to adapt to six different games composed of 55 rules. He demonstrated
3:23:13
his exceptional learning ability by mastering these games and exploiting 11 loopholes and hidden mechanisms. Now,
3:23:19
it's obvious who takes learning ability. Akiama not only showcased better learning ability by mastering the 130
3:23:24
rules of the tournament, but also was able to use these same rules into his favor way more times than Baku. Not only
3:23:30
that, but his loopholes exploits and secret mechanics are way harder to identify or come across with, which
3:23:36
showcases his genius in adaptability and learning ability. So, he takes this with high difficulty. For reasoning, in the
3:23:42
reasoning segment, it went to Akiyama with high difficulty. Same here. For
3:23:47
abstract reasoning, we are going to use the feet we used for abstract thinking since both characters judge and analyze
3:23:54
abstract concepts to apply. It went to Akiyama with very high difficulty. Same here for novel complex problem solving
3:24:02
which involves addressing unique multifaceted challenges that lack predefined solutions requiring
3:24:07
innovative thinking, adaptability, and interdicciplinary approaches. For this, we are going to use the feat featured in
3:24:13

short-term planning since it showcases their best achievement as pure novel complex problem solving. It went to
3:24:19
Akyama with extreme diff. Same here. Based in this, Akyama takes fluid reasoning index with very high diff.
3:24:27
In Tower of Karma, both players are asked to grab uh between 1 to 10 beads. They must guess the total number of
3:24:33
beads by combining their beads plus the beads of their rival. This leads to 100 choices depending on the number of beads
3:24:39
Usogi and Suduguma each select. Baku has to narrow down Suduguma's number of beads. During round one, Usugi picked 11
3:24:48
because he calculated it was the least revealing number. 11 was incorrect. This made him certain Sudiguma wasn't holding
3:24:54
two beads. When Sudiguma picked 10, the chances that he had one or 10 beads also disappeared. Usugi pressed 12, which was
3:25:00
the second least revealing number. Again, it was an incorrect number that made the chance of Suduguma having three
3:25:05
beads vanish. Suduguma later picked 14. This made Beiku certain Sudiguma did not have five beads. Here, Beu gets to know
3:25:12
Hugo pressed eight on the last floor. However, at this point, Baku was sure the first number Sudiguma input was
3:25:18
nothing but a bluff. He saw through this, understanding Sudiguma's intention. Yet, to make Sudiguma believe
3:25:24
he was still convinced that eight was a worthy attempt, Baku pressed 13. That indirectly made Sudiguma reduce the bead
3:25:30
gap of Baku. Also, when 13 is shown to be incorrect, Baku can eliminate the odds of Sudiguma holding four beads when
3:25:37
Sudiguma picked 15 and failed, Baku could also discard six as Sudiguma's total number of beads. In the end, Baku
3:25:43
can be sure the number is 18. In total, we can confirm that Baku processed 100 bead combinations in his head. 19

3:25:50
combinations that gave the least information about his own bead count while eliminating 56 combinations,
3:25:55
making a total of 175 mental processes Baku performed throughout the game.
3:26:03
After the virus spreads among the players and the current statuses of the players are revealed, Akyama starts
3:26:08
calculating in his head how the virus spread that much. He calculates different situations in his mind.
3:26:14
Akiyama calculates how much the virus would spread if only one person was infected among them. Akyama calculates
3:26:20
in his head the order in which the players will have contact, the number of vaccines they generate after the contact. While keeping track of the
3:26:27
virus's development, Akyama is able to conclude that even with one infected person, the virus will spread to a
3:26:32
maximum of two individuals. After the result of this hypothesis doesn't match the result of the game, Akyama
3:26:38
calculates the contact sequence now with two infected people. Again, Akiyama processes the order in which the players
3:26:44
will have contact, the number of vaccines they generate after contact while keeping track of the virus's
3:26:50
development. The result is four players contaminated. Finally, Akyama processes the result of how the virus will spread
3:26:57
with a contact seeker infected and a non-active infected. Akyama here reaches the conclusion that the virus will
3:27:02
spread after a round of contact made by the contact seeker infected and a roundroin session. In total, Akiyama
3:27:08
calculated in his mind 58 contacts, 52 vaccines, 63 fluctuating infected, 16
3:27:14
permanently infected, 158 normal statuses, and 120 postc contact results,
3:27:20

making a total of 467 objects. Akama manipulated in his mind throughout this process. This was done in a short amount
3:27:27
of time. In the document diffusion and I made, we elaborated different time possibilities, taking into consideration
3:27:33
the syllables per dialogue and the average speed of the average Japanese speaker. Since after the results were
3:27:39
revealed, a small dialogue occurred between the players before Akyama's claim. I know the process that made this
3:27:45
result as well as the guilty. The most likely time was calculated to be 45 seconds. This means Akama executed 10.19
3:27:52
operations in his head per second, calculating three scenarios and manipulating 467 total objects in just
3:27:58
45 seconds. For logical tier, Akyama takes it because he's not just
3:28:03
calculating, it's dynamic system simulation. He predicts emergent outcomes from chain interactions, virus
3:28:09
propagation, vaccine interaction, ro variation. It requires simultaneous
3:28:14
logical consistency and future state projection. Baku's feed is based on smart elimination logic and bluff
3:28:20
control, but it is discrete logic for complexity tier. Akiama takes it because he handles 467 interrelated variables in
3:28:28
recursive feedback systems under a 45se secondond constraint. That's mastermind level thinking. Baku, while highly
3:28:35
logical, works within a closed probability space with predefined input output 100bead combinations, making it
3:28:41
advanced but not hyper layered. For resources management, Akyama takes it. Despite the confirmation of nine
3:28:47
infected and three normal, people before were claiming there were 10 infected and a supposed infected come out too, making
3:28:54

this situation beyond confusion. Yet, he was able to simulate the rotation within his mind, tracking down the virus spread
3:29:00
mechanism. For complexity of the situation, Akyama takes it by playing pandemic,
3:29:07
more rule restricted and complex game. For adversity force, Akama takes it for executing this against Yakoya. For
3:29:14
situation hostility, Baku takes it if within his mental operation he fails. He
3:29:19
might reveal the enemy important information, which could cause him to be injected with another blood type. Pause your screen to read the results of feet
3:29:26
consistency. Finally, countering. Both of these are mental processes that
3:29:31
can't be countered directly, but by Baku's feet requiring Sudigum's actions to be performed makes the feet somehow
3:29:37
more easily to be disrupted. So, Akiyama takes this. Based on this, Akiyama takes
3:29:42
working memory index with high difficulty against Baku.
3:29:48
Once Akiama exchanges five cards in the eighth round of bid poker, he has the information needed to construct the
3:29:54
original positions of the cards. He back shuffles 17 cards to their original positions in a matter of seconds. Once
3:30:00
Akyama knows the original order of the cards, he shuffles them in his head nine times. That means Akiama mentally
3:30:06
shuffled 138 cards and adding the memorization of the original pattern, he manipulated a total of 153 cards in his
3:30:13
mind during this process. We don't know exactly how long this took him, but if we take into account his statement that
3:30:19
he reconstructed the original positions at the end of the eighth round and the fact that in the ninth round he executed the winning pattern, we can be sure
3:30:25
Akyama completed this process before the cards were dealt in the ninth round. Considering the time it takes to transition from one round to another,
3:30:32

including the winner taking the chips, the dealer removing the cards, opening a new pack, and starting the shuffle, the
3:30:38
estimated time is around 40 seconds to 1 minute, which makes this an impressive feat.
3:30:45
When Baku learned the law near the end of the second round, he immediately starts forming the hands based on the possible strongest combinations. He
3:30:52
builds both the previously used and current cards from both himself and Lo. For example, the 36 whose strongest form
3:30:58
is a four of a kind. The 15 of Lo which was a straight flush. Baku's current 39 which can also be made into a four of a
3:31:05
kind. And Lo's current eight formation which is a full house. This means that in a matter of seconds,
3:31:11
Baku was able to mentally construct 20 cards. After experiencing the first symptoms of drowning, Baku regains
3:31:17
consciousness and immediately begins forming the decks for his three remaining cards, 45, 25, and 26. Since
3:31:24
he doesn't yet know the remaining cards of Lo at this point, he needs to form his hands with the current numbers in
3:31:29
order to determine his weakest and strongest cards. Baka figures out that the strongest combination for his 45
3:31:35
card is a four of a kind of jacks. The 26 could possibly be a full house of sixes and the 25 a straight flush. So
3:31:43
this means that Baku between the end of the second round and the beginning of the third round formed seven decks which
3:31:48
required 35 cards to be mentally constructed. Later on, he had to formulate new decks based on Lala's cards and reformulate his own cards,
3:31:54
considering the overlapping effect. I think that regardless of the exact moment Baku executed his feat, it
3:32:00
showcases incredible processing speed, especially when you consider that it was performed underwater, meaning less
3:32:05

oxygen was reaching his brain. Despite briefly drowning, he was able to quickly regain composure and analyze the hands
3:32:11
of his cards. While Ikyama's feet involved more variables and objects, Baku's fat feels noticeably snappier due
3:32:17
to the brutal conditions he was facing. For that reason, Baku takes processing speed index with very high difficulty.
3:32:25
Before the hand chopper game started, Baku quickly processed the possible combinations the game might have. Baku
3:32:31
processed a total of three rounds with 96 moves and 196 hands. Baku realizes
3:32:37
that if this game is played perfectly by both players, it will always deadlock forever. So he has no other option but
3:32:43
to make a risky move to break all these combinations and that is to simply cut his own finger. With this single move he
3:32:50
can checkmate narinero. Akyama knows the only way to save
3:32:56
everyone in this game is by forcing the game to not determine a winner. This can be achieved by making the last two
3:33:02
kingdoms end with one life point in the final round. So they will refuse to input any further actions.
3:33:08
Akiyama must construct how the game will develop and what actions he needs to manipulate in order to achieve the desired one versus one LP outcome.
3:33:16
Akyama is certain that Yokoya will have no other option but to cooperate with the kingdoms of Wu and Shu after his
3:33:22
fake plan bluff. This allows Akiama to predict the future actions of Wu and Shu, assuming their equilibrium will
3:33:28
persist until Wei and Wo are eliminated. Furthermore, Akiyama accounts for
3:33:33
Yokoya's willingness to be eliminated, predicting that Yokoya will deliberately reduce his own LP by executing
3:33:38
unnecessary moves throughout the game. This enables Akiama to integrate Yokoya's behavior into his calculations.

3:33:45
Akama also narrows down the possible actions the pack kingdoms will take by analyzing the game dynamics. He excludes
3:33:51
unlikely scenarios like a kingdom repeatedly taking no action during critical rounds and calculates scenarios
3:33:58
based on double wall and attack, single wall and attack or triple shield. By processing these actions while
3:34:05
keeping in mind that Yokoya will eventually have to reduce his own LP, Akyama is able to determine whether the status quo can prevail throughout the
3:34:11
remainder of the game so that he can later exploit it. Akyama must calculate his own actions as he needs to create a
3:34:17
possible winning strategy to misdirect Yokoya and the Liar Game Corporation while also acknowledging that he has to
3:34:22
reduce his LP to accelerate the game in order to prevent his enemies from discovering the stalemate plan. Akyama
3:34:28
finally creates the action to logically manipulate the Last Kingdoms into inputting the actions that will be able
3:34:33
to sustain the stalemate until the last round and the logical support behind them must be undeniable. Akiama
3:34:39
calculated an astonishing total of 377 future actions distributed as follows.
3:34:44
99 actions from Wu, 99 actions from Shu, 100 actions from Wei, and 79 actions
3:34:51
from his own kingdom. These actions encompassed all possible combinations of attack, a defense, and strategic
3:34:57
maneuvers such as deploying three-wall, sword, or shield formations, while also accounting rushed LP waste and Yokoya's
3:35:04
suicidal actions, while also accounting the constant target strategy and the anti-py strategy inputs that allowed him
3:35:09
to control the game. For logical tier, Akyama takes the logical tier because his mental calculations involve
3:35:16

hyperlayered predictive modeling across 377 distinct future actions, each with multiple strategic branches such as LP
3:35:23
reduction gambits, pack dynamics, attack defense formations, and player psychology. He simulates not just
3:35:29
deterministic outcomes, but dynamic conditional behavior from multiple independent agents, including Yakoya's
3:35:35
irrational but manipulable tendencies while maintaining a false winning narrative to deceive both the Liar Game
3:35:40
Corporation and his enemies. His logic is not reactive, but proactive and systemic, creating a closed equilibrium
3:35:47
that only he fully understands, making it a feat of pure strategic logic at the highest level. For complexity tier,
3:35:54
Akyama takes it as he controls 377 total actions from four kingdoms with variable
3:35:59
decision sets. Triple wall, shield, LP loss, packs, betrayals. He maintains
3:36:05
logical continuity while misdirecting a manipulator like Yakoya and the liar game organizers. Baku's complexity lies
3:36:11
in game comprehension. Recognizing deadlock from 196 hands is brilliant, but not that complex given the simpler
3:36:17
back and forth system of the game. For resources management, Akiyama takes it. He had no power of choice unlike Baku
3:36:23
who could set the time limit to 5 minutes. And also Akyama had no resources to achieve his goal. But by
3:36:29
his huge mental power, he was able to create all the necessary inputs to accomplish his stalemate. For complexity
3:36:35
of the situation, Akiama takes it by playing record of the four kingdoms. For adversity force, Akiyama takes it no
3:36:41
doubt by executing it against Yokoya. for situation hostility. Baku worked
3:36:47
with the mental pressure that losing there would result in being expelled from the islander which will result into his death. While Akyama worked with the

3:36:54
mental pressure of gambling his life and Naos into a suicidal plan where the two of them will have to lose her just to
3:36:59
achieve a stalemate. If anything goes wrong since their defeat was secured, they are [__] up. So Akyama takes this
3:37:05
for working with more mental pressure on screen. and the results of feet consistency. Countering Beiku's feet would require
3:37:11
something extreme, like cutting your own finger to break the deadlock he set up, meaning it was very difficult, but not
3:37:17
entirely impossible. In contrast, Akyama's feet was meticulously pre-calculated, covering up to 60 rounds
3:37:23
ahead of time. While it couldn't realistically be countered due to his exact control, a chaotic or irrational
3:37:28
move from a player could theoretically disrupt it. However, this never occurred. Since Baku's strategy left no
3:37:35
realistic room for interference without severe cost and Akyama's plan, while flawless, had hypothetical failure
3:37:41
points, the point goes to Baku. So, Akyama takes CPI from Beaku with very
3:37:46
high difficulty. Right in the rehearsal round, Akyama
3:37:52
tells to load the bullets in the rooms 18, 20, and 23. During this moment, he
3:37:58
already visualizes in his head the cylinder of the revolver, predicting that the cylinder will deviate downwards. After the rehearsal game,
3:38:06
Akyama knows the rooms that were loaded during this game were 1, 10, 13, 15, 16,
3:38:12
and 19. He completely visualizes this in his mind, making it obvious the bullets
3:38:17
he asked now to load ended up in the 10, 13, and 15 spots. Specifically, Akyama
3:38:23
knows the 18 bullet ended up in the 15 spot, the 20 in the 13 spot, and the 23 in the 10 spot, which means the revolver
3:38:30

spins counterclockwise, but fires clockwise. However, the most intriguing fact was that the majority of these
3:38:36
bullets were located in the lower part of the cylinder. Akama now knows the cylinder spins counterclockwise, but the
3:38:42
bullets were fired in a clockwise way. Also, the dealer spins the cylinder while holding it lengthwise. This way,
3:38:47
the players won't see the locations of the bullets. Here, Akyama realizes that although this method makes things seem
3:38:54
fair, it is indirectly making the game unfair. Since it is held lengthwise, and
3:39:00
considering the weight of the bullets, which should be heavy enough as they contain enough gunpowder to generate the explosion, the revolver's center of
3:39:06
gravity is shifted downwards. This explains the results of the rehearsal round. When the rehearsal ends, Akyama
3:39:12
takes the revolver and places the bullets in the same positions he previously visualized in his mind. The
3:39:17
result was almost identical since the cylinder stopped at just one chamber short of the original setup. This gave
3:39:23
Akyama clear evidence that the cylinder's revolver can be manipulated. After proving his hypothesis to be real,
3:39:28
Akyama has an idea to manipulate the revolver to make sure the first six rooms are empty. Pakyama previously
3:39:34
deduced that the best way to avoid shooting yourself with your own bullets is by placing the three bullets next to each other. In case the gun is fired,
3:39:41
you will try to skip the next shot. If this next shot is also a gun, you can be sure the upcoming one contains a bullet.
3:39:48
Doing this, you can save yourself from shooting and provoke the enemy to shoot the revolver. However, here Akyama visualizes three rounds loaded twice in
3:39:55
the cylinder, the other three bullets of the enemy team. And Akyama concludes that if he can make the enemy somehow
3:40:01

place the three rounds in a row, and he places three bullets in a row as well, this will totally exploit the center of
3:40:06
gravity of the cylinder downwards. With this we can conclude. Akiyama
3:40:11
visualized in his mind the cylinder of the revolver, the spin effect generated by the weight of the gunpowder, the location of the first six bullets during
3:40:18
the rehearsal, and the location of the bullets considering the three rounds twice method.
3:40:25
While Yau tells Beu the story of the first gamble he held, Beu visually created the scenario of the gamble and
3:40:31
all the elements that surround it. In the third round of that game, Marcoashi accumulated a weight of 100 kg, which
3:40:38
makes his survival impossible. However, even before Yaku tells him what happened, Baku knew Marcoashi wasn't
3:40:45
actually resisting that weight. Baku explains that he's still unsure if Marcoashi planned it or if it was a
3:40:51
coincidence. When Marcoashi dropped the diamond under the fish tank and asked Yaku for help to
3:40:57
move it, he placed the fish tank close to the rotation mechanism of the room. In the second game, when Hiaguchi used
3:41:03
the remote control to spin the room, Marabishi stopped the spinning to prevent the fish tank from being placed behind him. Here, Beiku has the
3:41:10
hypothesis that Marabishi planned it since he wanted to prevent the referee from realizing that the fish tank would pass beneath the net, which explains how
3:41:17
he survived 100 kg attached to his neck since the cash was actually floating in the fish tank. With this, we can
3:41:23
conclude that Baku visualized the spinning mechanism and the elements of the scene. For logical tier, Akyama
3:41:29
takes it because he performs deductive analysis grounded in physics, gravity, weight shift, spin direction, etc. He
3:41:37

builds a predictive model of the revolver's behavior and then confirms it through experimental repetition. His
3:41:42
reasoning is systematic, deeply predictive, and strategic. Baku's feet, while insightful, is mostly
3:41:48
reconstructively test pieces together past actions based on observational clues. It's a strong situational solve,
3:41:55
but doesn't involve the same multi-layered anticipation. For complexity tier, Akyama takes it because
3:42:00
he visualizes an unseen rotating 3D object, deduces spin direction from
3:42:06
result displacement, and builds a plan exploiting the natural bias of the system. This is hyperlayered mechanical
3:42:11
reasoning. Baku's feet, while complex, only layers a few mechanical variables and fish tank net spin without
3:42:19
controlling or manipulating multiple outcomes. For resources management, Akyama takes it because he works from
3:42:24
total informationational obscurity with zero physical access to the gun's internal mechanisms and still manages to
3:42:30
determine its spin and center of gravity through mental simulation and one test. Baku is reconstructing past events after
3:42:36
hearing the story. Complexity of the situation. Akyama takes it by executing this feat in Russian roulette. Adversity
3:42:43
force. Akiyama takes it. He executed this feat against the enemy team. While Baku was facing no adversity at that
3:42:49
time. Situation hostility. Akiyama takes it. Losers of the revival round will be out of the safe zone of the tournament
3:42:55
which presents a huge danger to their integrity. Feel free to pause your screen to read the results of feet
3:43:01
consistency. Finally, countering. Bakers's feet can't be countered due to
3:43:06
the lack of direct opposition. he faced. While Akyama's visual spatial index can't be either since it was performed all within his head. So let's give this

3:43:13
point to Biku just because the lack of adversity. After this, we can say Akyama takes visual spatial index with high
3:43:19
difficulty against Biku. Baku is able to recognize that Amaku and
3:43:26
Minoa are communicating via Morse code. When he listens to the recording from his phone, which was left in the pipes,
3:43:32
he deciphers their communication and learns the current positions of the players and their total MP.
3:43:39
Baku knows that Minoa's route might intersect with his own again. So, he later sends a Morse code message to
3:43:44
Minoa, instructing him to move to C4. Minoa, believing the message came from
3:43:49
Amako, follows the instructions. Baku's intention in doing this was to avoid encountering Minoa again.
3:43:58
Akyama learns the code Mitsumasa always entered into the lock of the drawer that contains important information such as
3:44:03
exam files had been altered. He suspects the entrance exams were specifically targeted as Mitsumasa always placed them
3:44:10
in the 17th slot, but this time they were found in the 15th. However, the lock wasn't opened. Instead, the digits
3:44:16
were found in an unusual state. Mitsumasa always sets the four-digit combination back to 000000
3:44:23
right after unlocking the drawer. But this time, the combination was set to 3105.
3:44:30
Akama begins theorizing about the incident, especially because a close friend of his is the main suspect,
3:44:35
having been seen in the teacher's office on that same day. Akyama believes this is unlikely to be a theft. As the
3:44:42
professor explained, he always resets the lock to four zeros 0000 after locking it. So, if someone intended to
3:44:49
commit a crime and saw a code like 8473, they would assume the owner sets random

3:44:54
combinations after use. But if they see 0000, they'd think the owner consistently resets the lock to that
3:45:01
default state. In this case, since the lock was found set to 3105,
3:45:07
it would make no sense from a thief's perspective to deliberately leave a different combination unless it had meaning. Thus, Akiama deduces the digits
3:45:14
were most likely intended as a message, not a careless mistake. Akiyama decodes the digits individually. Three is
3:45:20
pronounced son, one is ichi, zero is zero, five is go. At first, the zero
3:45:26
breaks the flow of any meaningful word, but Akyama considers that one and zero could be read together as 10, pronounced
3:45:32
two. This transforms the sequence into santoo or santoo. However, this still
3:45:37
doesn't make much sense. Then Akyama realizes the five go could be a stand-in for the consonant co which is common in
3:45:44
Japanese name formations. Replacing go with co gives santoko which sounds remarkably similar to a name he heard
3:45:50
before. He remembers the professor had mentioned in the conversation that the drawer originally belonged to his wife Sakoto. Akyama now fully understands the
3:45:57
message by eliminating the third letter of the number sequence the zero and reinterpreting go as co. The code spells
3:46:05
sakoto. From this, Akiyama deduces that the wife knew the combination and was probably searching for an important file
3:46:10
in the drawer. In doing so, she accidentally switched the folder positions. So, she left the combination
3:46:16
3105 as a message to let her husband know it was her. Akyama's feed is clearly superior compared to Bikuz.
3:46:23
Also, when you consider that Akyama studied psychology in the most prestigious university in Japan, which
3:46:28

means mastering different languages such English, German, and French. So he takes verbal comprehension index with high
3:46:34
difficulty over Baku. Based in the previous subcategories, Akiama takes full-scale intellectual quotient with
3:46:40
very high difficulty against Baku. Akyama joined the Liar Game tournament
Adversity Capacity
3:46:47
despite not being an invited participant. A total mysterious tournament run by a dark multi-millionaire organization who
3:46:54
themselves claimed they will recover their money no matter what means they must use which is a direct threat.
3:47:01
Even despite this total danger it represents to him, he willingly puts himself in extreme danger. Not enough
3:47:07
with that, Akyama aimed to become the winner, yet the only one with tremendous debt, which could have resulted in
3:47:14
triggering the important people he frustrated their plan, which could have resulted in his own death. Despite this
3:47:20
catastrophic outcome for him, Akiyama gave a damn and played all the liar game, only worrying about saving others
3:47:26
and protecting now.
3:47:32
Baku's composure at the time of taking the lethal drug during the drop handkerchief game is a ridiculous
3:47:38
composure feat. At first glance, taking one minute of the drug to understand the pacing seems like the best option,
3:47:45
considering his leapse second plan. What makes this feat impressive is that Baku's heart was so weak that the chance
3:47:51
of not resurrecting even after the penalization minute was ridiculously high. Despite this, Baku willingly took
3:47:58
the drug, not showing the slightest glimpse of fear. For comparing adversity capacity, using the metrics seems off
3:48:05

since these are not strategical feats by any means, but a cognitive ability to endure despite the circumstances. So, we
3:48:12
are going to compare these by doing a brief analysis. Both composure feats are great. Akiyama's composure for willingly
3:48:19
becoming part of the Liar Game and designing a plan where he would willingly sacrifice his life speaks tons
3:48:25
of his composure, giving genuinely a damn about his life if that would save others.
3:48:31
However, Baku's composure seems more impressive due the immediate consequences of his action.
3:48:38
The composure needed to take the drug to willingly understand the pacing seems better at composure since he had to
3:48:43
willingly control his heart, which was sick, by the way. For that reason, I think Baku has
3:48:50
slightly better composure, so he takes this with very high difficulty.
3:48:57
Akyama's determination is ridiculous. Let's remember his mother took her life after being tricked and acquiring a
3:49:04
colossal debt. After this, something changed in Akiyama. His mother, an honest woman who
3:49:11
did nothing but work hard her whole life honestly, was tricked by people who only think about themselves.
3:49:18
Akyama started considering these people as scum and despised them. That's the reason he investigated the organization
3:49:24
that killed his mother, which was nothing but Japan's largest multi-level marketing scheme. Despite having to take
3:49:30
down single-handedly Japan's biggest MLM, Akyama didn't care and took it down
3:49:36
by himself, destroying the lives of those who were part of this organization. 3 years after these events, Akyama meets
3:49:43
Kaki now, an honest girl who reminded him of his mom, a girl who was being
3:49:48
victimized by a powerful organization that organized games to make people deceive each other. Later in the

3:49:54
minority rule game, Akyama found the liar game was a mass tournament which was being played by several people.
3:50:01
Akyama, in order to atone for his previous sins after being consumed by hatred towards these dishonest individuals, reframed his hatred towards
3:50:08
them and saw the participants of the Liar Game as victims of this organization. Even though these people playing the Liar Game are the same kind
3:50:14
of people that killed his mom, dishonest, greedy individuals he perceived as scum. Akiama started
3:50:20
willingly playing the games in order to save as many players as he could, paying their debts and getting them out of this
3:50:25
tournament, all while protecting. Now, Akiyama psychologically reframed the Liar Game tournament as the greatest
3:50:32
evil, an evil he must defeat. With this unparalleled determination, Akayama
3:50:37
designed hyperlayered schemes, strategies, manipulation tactics, and deceptive activities, all for the
3:50:43
greater purpose of saving everyone, even if it costs him his own life.
3:50:50
Baku's determination used in his decade plan is ridiculous as well. He planned
3:50:56
for years, willingly putting his life on the tightroppe after willingly losing the first, surpassing the leader. After
3:51:02
that, all he had was taken away. Despite that, he planned carefully a scheme that
3:51:08
will eventually build influence and power to replay the surpassing the leader as well a method to be unbanned
3:51:14
from the challenge, putting his life in constant danger when necessary. He had a ridiculous determination to achieve his
3:51:20
objectives, playing the most formidable gamble of his life while achieving control of Karu. Determination is the
3:51:27
ability to have a firm resolution to achieve a goal even in the face of adversity. Both characters faced

3:51:32
adversity, that is for sure. But let's consider Akiyama's determination since he had to build a mentality enough to
3:51:38
save the same people he considered scum, the same people his mother died for. Not only he built the resolution to save
3:51:44
them despite his inner hatred for them, but also faced ridiculous adversity, constant betrayals from the ones he
3:51:50
wanted to save. Yokoya, who designed his plans to make Nao and Akiyama lose to suffer, and the Harimoto group trying to
3:51:57
make as many players to lose in order to win more money. Sure, Baku had enough determination to
3:52:03
achieve his goals, but was he constantly being stopped by others to achieve his goals? Did he ever deal with betrayals?
3:52:09
Did he ever had to save others besides himself? Absolutely not. Akyama, on the other
3:52:15
hand, faced constant adversity in each and every single one of his goals. For that reason, he takes determination with
3:52:21
extreme difficulty over Baku.
3:52:26
Let's remember Akiyama's goal was to save everyone while protecting now while accumulating a debt himself.
3:52:33
Even despite his pure intentions, Akiyama suffered many drawbacks during the liar game rounds. Let's recall some
3:52:39
of the occasions his perseverance was put to the test. In majority rule, despite wanting to save everyone on his
3:52:44
team, Fukunaga betrayed him and tried to deceive him to become the final winner. This reflects to Akyama something he'll
3:52:51
have to go through a lot in this tournament. Even though his intentions are good, people will always try to find a way to win the most, even if it means
3:52:57
crushing others. In the first revival round, Akyama saw how was deceived by those same people she wanted to save.
3:53:03

Seeing again with his own eyes that people won't ever repay good intentions. In the contraband game, he was betrayed
3:53:08
by Kikazawa and also by three members of his own team who deposited a large amount of money into their ATM, thinking
3:53:14
this money would go to them. A total trap. Despite this, Akyama says one quote that defines his philosophy. As
3:53:20
long as people regret, they are worth to be saved. In the pandemic game, despite his efforts to save everyone, they turned
3:53:27
their backs on him after they found he was lying about the circuit detection. Despite his intention of getting everyone back to a normal state, these
3:53:34
same people Akyama returned to normal refused to have contact with now, even though she begged them, which shows the
3:53:39
constant disappointment Akiyama has to deal with. In musical chairs, he is betrayed by Baldi uh by Shima.
3:53:46
When it comes to saving now, Akyama saved her tons of times during the tournament. He saved her by stealing
3:53:52
Fujisawa's money. Paid her debt in the minority rule game despite telling her not to go. Went to save her in the
3:53:57
downsizing game where again she had no need to go since Akyama paid her debt. Promised to keep her safe in the revival
3:54:03
round. Found a way to save her in the pandemic game despite Yokoya's vendetta. With the money his team won in musical
3:54:09
chairs, they paid their total debt. And despite this, now went again and put herself in danger during the next game.
3:54:14
In the final round, despite having no debts, she decided to go, totally ignoring Akyama's efforts to protect
3:54:19
her. Through the liar game, Akyama dealt with people not paying his good intentions as correspondent dealt with
3:54:24
now getting in danger multiple times despite Akyama paying her debts and asking her to stop. Despite these

3:54:29
constant drawbacks, Akiama's perseverance never disappeared, and his will to do what's correct only intensified. This also shows the great
3:54:36
mental fortitude he had dealing with complex games where he designed layered schemes of strategy and manipulation
3:54:41
while also facing incredibly smart enemies and handling people that constantly turned their backs on him despite his desire to save them. This
3:54:47
denotes an ability to never give up no matter the enemy, the circumstances, the betrayals, or the hopeless resolution he
3:54:54
was planning for himself. For perseverance in Baku's case, we are going to use the previous determination
3:54:59
feat since it also showcased in his decade plan. With no further comment, let's compare these two. The definition
3:55:06
of perseverance is the continuous effort to achieve our goals. Both Baku and Akyama have ridiculous perseverance.
3:55:12
However, I think Baku's perseverance is slightly superior. Due to the span of his decade plan, he engaged himself for
3:55:18
a decade in order to achieve his goals. Waiting years and years to make his moves. While Akyama's perseverance is
3:55:24
also insane, he did not showcase the constant perseverance Baku presented for years and years. So, Baku takes this
3:55:29
with very high difficulty. While everyone was panicking because the
3:55:36
losers would be sold to the black market and used for weapon testing in such a critical situation where the impulse of
3:55:42
an average person would be to find a way to win the game to prevent a catastrophe which was beneficial to Akyama as well
3:55:47
since with the prize money he could have paid her debts too. However, Akyama controlled this safe decision and
3:55:53
instead went for a dangerous altruistic goal. losing himself, indirectly manipulating Yokoya to lose as well,

3:55:59
which meant now losing the game too, and betting all his efforts into creating a final stalemate between the remaining
3:56:04
kingdoms. This shows that in a situation where his life and the life of his lost beloved one were in danger, Akyama
3:56:10
controlled his most protective instincts and designed a one ina- million plan to save absolutely everyone.
3:56:18
After the second round of air poker finished, Baku experienced several signals of death. Despite this, he
3:56:24
recovered his consciousness just in time before losing by standing up. At this point, Baku had already discovered the
3:56:30
meaning behind the law. So, in this situation, where he experienced the first stages of drowning and not only
3:56:36
his body, but his mind was clearly exhausted after experiencing several death symptoms, he controlled the huge
3:56:41
stress of these variables and visualized the hands behind every card he possessed. This resulted in Baku
3:56:46
willingly deciding to leave the 25 number card as his ace and final trap to win the game. Regardless of the chance
3:56:52
of this card weakening due to the cards that would later be consumed by both players, Baku controlled his primary impulses of using such a strong card at
3:56:58
that time, which could have made him win the round and secure some air bios. Despite this, Baku managed this impulse
3:57:04
and willingly decided to leave this card for the final round despite the huge risk of not being able to use the hand
3:57:09
that would make the card unbeatable. It is this action that later solidified Baku's victory since his 25 number card
3:57:16
could resist and win the final clash. for stress tolerance. Akiama's stress was astronomical. He was working with
3:57:22

the mental pressure that every life was in his hands, that it was his responsibility to save everyone and
3:57:27
designed a suicidal plan where the minimum misstep will lead to Nao, all the other players in him to face a fate
3:57:33
worse than death, slavery, prostitution, organs traffic, and subjects of weapon
3:57:38
testing. The stress he was dealing with was superb. Back on the side was dealing only with his life stress. However, he
3:57:44
was facing physical stress as well. His brain was signaling imminent death and still he was able to recover from that.
3:57:50
He showcases clarity even after extreme mental and physical exhaustion. For that reason, Baku takes stress tolerance with
3:57:56
extreme difficulty. For impulse management, no doubts this goes to Akiyama in a game designed exclusively
3:58:01
to make sure he can't save everyone due the tremendous debt penalization and collection. And being told this is the final round of the tournament. Akiyama,
3:58:08
who was sure the Liar Game had black market connections, could have immediately created a plan to make him win, protecting him, Nao, and few
3:58:14
others. That is what the most common impulse in that situation to seek to protect yourself and your loved one. Despite this, Akiyama had the ridiculous
3:58:21
impulse management to elaborate a more complex plan where he and now will have to lose to eventually set the game into
3:58:26
a stalemate which guaranteed the safety of all the players. While Baku in his situation lacked the impulse management to hide the law and work with it to win,
3:58:33
he instead told Lao the rule in an attempt to make him waste oxygen and creating a mind game. However, it was
3:58:38
more counterproductive in the end since it was what ultimately made air poker more complicated for him. Since by Baku
3:58:44
telling Lotto the rule, he acknowledged his hand superiority and the cause of the calamity. So Akiyama takes this with
3:58:50

very high difficulty. For cognitive discipline, which is the ability to remain mentally focused at the time of
3:58:55
making decisions regardless the pressure, this goes to Akyama as well. He had the pressure to save everybody
3:59:00
and had to execute perfect tactics in order to achieve the stalemate. The ability to carry the weight of not only
3:59:06
every participant, but now his most beloved one showcases his insane cognitive discipline. He takes this with
3:59:12
very high difficulty. Based in the previous distribution, Baku takes adversity capacity against Akyama with
3:59:19
very high to extreme difficulty. That being said, I'm aware a document is being prepared that explores the immense
3:59:25
adversity Akiyama endured throughout the Liar Game tournament. Once it's released, Akyama may very well surpass
3:59:32
Baku in terms of adversity capacity. For now though, Baku takes the edge.
Manipulation
3:59:41
Shinichi evaluates Baldi and concludes he is the best person they can recruit as a teammate.
3:59:46
Earlier on, Baldi stole the chair that belonged to Four Eyes, which means he isn't part of another group since if
3:59:51
that was the case, he would have had a backup chair. Therefore, he would have had no need to steal one.
3:59:57
Akyama offers Baldi to join his crew, but Baldi thinks he has no need since he has two chairs. He can win the game
4:00:04
alone, so he declines Akyama's offer. Akiama reads his mind and tells him what he's thinking. I'm not asking you. I'm
4:00:11
commanding you. Because if he declines the offer, Akiyama's team, which currently has the numerical advantage,
4:00:17
we'll win the next elections and eliminate Baldi's chair since they already know its number from when it belonged to Force. Baldi gets dominated
4:00:24

with fear and anxiety about this outcome and has no other choice but joining Akiyama's team.
4:00:31
Madam indirectly contacts Oshima, the host of a famous program that exposes hit-and-run crimes. He filters
4:00:38
information that the car of a perpetrator is in a certain location. Oshima and his team go to the place and
4:00:44
witness another hit and run episode. They immediately catch and expose the perpetrator. However, this is all an act
4:00:50
Baku designed to blackmail Oshima. He tells him he has evidence this entire episode was staged, which could destroy
4:00:55
his reputation as a host and the TV show. But Baku's manipulation has deeper roots. He knows Oshima is convinced he
4:01:02
committed a real hit-and-run crime years ago that killed someone. Baku uses this to intimidate and frighten him even
4:01:08
more. Later, Baku goes to Kko, the manager of the program. Kko sets a trap
4:01:14
beforehand, filling the room with bugs and cameras to get evidence of Baku blackmailing him. However, Baku sees
4:01:20
through him and tells Marco to search for the cameras and bugs. This after KKO himself admitted they've arranged fake
4:01:25
stories for the TV show before. Baku, who now has this evidence, can expose everything to the public. So Kaneo and
4:01:33
Oshima have no other option but to obey Baku since he's terrified them with the damaging information he possesses.
4:01:40
So for logical tier Baku takes it. His manipulation of Oshima Kako demonstrates
4:01:47
strategic thinker capabilities by creating logical paradoxes like using their own shows format against them and
4:01:54
evading the camera trap. Akiyama's baldy manipulation is effective, created with
4:01:59
enough logic, but Baku still takes it. For complexity tier, Baku takes it. His
4:02:05

manipulation involved a staged hit and run episode, manipulating Ashima with his past, anticipating the cameras and
4:02:13
bugs just to finally win control over his victims. For resource management, Akyama takes it. In a situation where he
4:02:19
had almost no resources to get another teammate, he abuses one piece of information to execute his tactic. While
4:02:25
Baku had way larger resources due to the L file access for complexity of situation, Akiyama takes it since he was
4:02:31
in musical chairs. For adversity force, Baku takes it. Kane and Oshima are slightly smarter than Baldi. For
4:02:38
situation hostility, Akyama takes it since he is facing a situation where he and can end up with a tremendous debt
4:02:44
and almost eliminated from the tournament. Feel free to pause your screen to read the results of feet
4:02:49
consistency. Finally, we have countering. Both feats cannot be countered. I think
4:02:55
due to their life damaging effects, Baku could ruin the life and reputation of Kaneo and Oshima. While Akyama could
4:03:01
have ruined Baldley since by eliminating him, he would acquire a 100,000 million yen debt, which can definitely ruin
4:03:07
anybody's life. However, while Akiyama's tactic has no direct way of being countered, Baldi could have misread the
4:03:13
situation, opposed Akiyama, and tried to steal another chair. However, he did not do it because finding chairs after
4:03:19
during the game is extremely hard. So this is just a secondary low possible option. Because this illogical low
4:03:26
possible option, Baku takes countering. After the previous distribution, we can say Baku takes emotional manipulation
4:03:32
over Bakyama with very high difficulty.
4:03:38

Right before the first round of air poker, Baku notices Lo standing to get oxygen. In that moment, he shatters his
4:03:44
belt's glass. Baku makes sure Lo can realize about the trick since he allows the broken glass of his belt to reach
4:03:50
the floor. Since this can work as a manipulation tactic later on. Later on, Baku had prepared the 25 number card as
4:03:56
his win condition. He couldn't risk Lo folding in the final round. That would turn the game into an oxygen endurance
4:04:02
battle where Lo might have hidden reserves. When Lo bids one air bios to test him, Baku sees his opportunity.
4:04:08
Instead of calling, Baku raises by six air bios, a move that seems reckless. This makes Lo recalculate. If Baku
4:04:15
called now and won, he'd lead by two air bios. but raising instead. That suggests Baku wants him to fold. Then Lo notices
4:04:22
the broken glass, the final clue. He pieces together what seems logical. Baku must be hoarding oxygen and used air
4:04:28
bios for an endurance match. Lo takes the bait. He rejects the fold, choosing
4:04:33
a final card clash. Exactly what Baku wanted. The genius. Baku wasn't saving
4:04:40
Oxygen. He let Lo's own logic led him to the losing move. That broken glass
4:04:45
wasn't evidence. It was misdirection. With this, Usugi secured a final card clash, which eventually led to his
4:04:51
victory. After Akyama successfully spread the lie
4:04:56
about the rich heir and the spy, the kingdoms of Wu and Shu reached him and asked what they should do in such a
4:05:02
critical situation. Akyama knew his manipulation had to be executed within logical parameters. He needed both
4:05:09
kingdoms to believe they were choosing the best option. So he provided them with a table calculating LP loss and
4:05:15

gained for every possible move combination. At first glance, the data clearly showed that defending was the
4:05:20
optimal strategy. However, Akyama warned them, "If you only defend, the enemy will recognize this pattern and input no
4:05:27
action. Over time, this will cause you to lose." So to ensure fairness and
4:05:33
mitigate the spy threat, he established strict rules, rotating generals. Leadership would shift each round so no
4:05:39
single person could control the game. Isolated decisions.
4:05:44
The general couldn't discuss strategy before entering the control tower, preventing spy interference.
4:05:49
Accountability. If an LP loss occurred due to the general's choice, they'd be forced to
4:05:54
cover their entire team's debt. SP Akiama calculated that the most effective approach mixed was attacks,
4:06:01
forcing enemies to defend, blocking no action exploits, defense, limiting losses to just one LP if enemies did
4:06:08
nothing. He also included scare tactics by occasional unpredictable attacks kept
4:06:13
enemies from feeling safe taking no action created psychological pressure since the constant threat of LP loss
4:06:20
made opponents play predictably. While Wu and Shu believed they were playing optimally, Akyama's real goal was an
4:06:25
unbreakable deadlock. His system guaranteed. Enemies couldn't gain an advantage. The spy had no incentive to
4:06:32
betray them because the personal debt risk outweighed bribes. Even if given extra LP later, the
4:06:38
kingdoms would keep following his logic, extending the stalemate indefinitely. Akiama knows that in the final rounds,
4:06:44
the kingdoms might be aware of the stalemate the game is going. However, they totally discard the idea of a permanent stalemate because of the
4:06:51

notion that the spy sooner or later will have to betray the rich heir. This is why even in the last round when they
4:06:56
have two LP, they are confident thinking that the spy has waited to do his move in this round. While in reality,
4:07:03
Akyama's logical manipulation was just achieved. So when the Liar Game office realized
4:07:08
the game couldn't progress, no matter how many extra LP they added because of the action table Akiyama gave to the
4:07:14
kingdoms, they had no choice but to cancel the game since they will never be able to determine a winner. That is how
4:07:20
good Akyama's logical manipulation was since it was simply made to maintain the game in an infinite loop. That is the
4:07:25
reason the Liar Game office had no other option but to cancel the game, which was Akiyama's goal. So for logical tier,
4:07:33
Akiyama takes it because his manipulation involves uh strategic thinker traits using logical paradoxes,
4:07:38
risk manipulation, and uncertainty to force opponents into lose-lose scenarios. He reframes the entire game's
4:07:45
decision-making dynamics, predicts multiple reactions, and ensures long-term control. Baku's feet is
4:07:50
strong, manipulating Lala's perception, but it's more limited to immediate psychological traps rather than systematic control. For complexity tier,
4:07:57
Akyama takes it because his plan involves mastermind finger traits, hyper layer deception, instant adaptation, and
4:08:04
controlling the final outcome of the game. While the two groups think they're executing the anti-spy strategy, they are in reality being used by Akiama to
4:08:10
ensure his stalemate. While Baku's manipulation is complex, the foundation of it is a bluff. While Akiama
4:08:16
camouflaged a logical manipulation trap within a strategy for resource management, close. Since Akiyama at this
4:08:22

point already lost in the game, he is able to execute his manipulation because he planned inserting the rich air and the spy into the minds of the players.
4:08:29
But I think Baku used better his resources in a situation where Lo could have folded and won the game. He
4:08:35
logically manipulated him using six air bios and the broken glass to reach a fake logical conclusion. So Baku takes
4:08:41
this for complexity of the situation. Baku takes it since air poker is more complex. For adversary force, Baku takes
4:08:48
it because he manipulated Lo, a great rival. For situation hostility, Baku takes it. He was literally in water with
4:08:55
the pressure of dying drowned while Akyama was still facing a critical situation. If his manipulation failed,
4:09:00
the losers would be sold to the black market. Still, I think Baku faced more hostility. Depends how you see it
4:09:07
because Akiyama was definitely holding the weight of the life of every player. Feel free to poise your screen for the
4:09:12
results of consistency for countering. To counter Baku's manipulation, Lo could
4:09:18
have done a double read and interpret that this is the conclusion Usogi wanted him to reach. Countering Akiama in this
4:09:23
feat is almost impossible since it would be necessary to understand the rich air does not exist. And considering how
4:09:29
complicated it is to unravel the truth of this existence, countering Akyama's logical manipulation is impossible.
4:09:35
Also take in consideration once the players knew about the table of logic the stalemate was literally unbreakable.
4:09:42
So Aki takes this. Based in the previous results we can say that Akiyama takes logical manipulation with extreme
4:09:49
difficulty over Baku. After winning air poker, Baku aims to
4:09:55

use the leap second for his next game. So he asks Ray a favor. He needs Ry to make a call because he needs to avoid
4:10:02
any sort of suspicion before the game starts. and they agree on the code. My mom told me I could go home. As an
4:10:07
affirmation, the island uses the leapse second phone line. Beu knows he can't ask Yaku to directly host a game that
4:10:12
requires time since it would make House suspicious about the leap second trick. So, after checking up the list of games,
4:10:18
he rather asks him he wants a game that requires skill. This sully manipulates Yaku into choosing a game opportune for
4:10:23
the occasion. Since some of the games in the list were either normal games or games Baku played before, Drop the Handkerchief was the best option for
4:10:30
this event, which was exactly the game Baku wanted since he could associate it as a time game. Baku tells Kaji he wants
4:10:35
to be there for his last game, which will be hosted in the obelisk. Kajji has no problem with this and goes there before Baku or anyone to wait for the
4:10:41
match. Once Baku, Hal, and Yaku enter to the obelisk, Kaji and Gako are there. Yaku asks if they have been together all
4:10:46
this time inside, which Gako denies, saying Kaji was there even before he arrived. So when Yaku says they're going to use the clock that was inside the
4:10:53
obelisk as part of the game, Boku says that makes sense since they need to keep an eye on the time since Yaku will be
4:10:58
busy accumulating the drug and observing their actions. This makes Yaku realize Usugi probably wants the clock to be used and links the fact Kaji was there
4:11:05
before anyone. So he could do any trick to the clock to give the advantage to Baku. To prevent this, Yaku discards the
4:11:10
clock and rather ask Fukuroku to connect the speaker to a speaking clock and with this they will count the time. By doing
4:11:15
these actions, Baku confirmed the chance of using the leapse second via a speaking clock. also got the game he wanted and the time counter he desired.

4:11:23
Akyama manipulates Shima into creating the Gaia Alliance. This ultimately helps him a lot since he can directly
4:11:28
manipulate the game. Since Shima is the leader of them and Akiama gave him two medals of each member of his team, Shima
4:11:34
can tell the Gaas to do certain things in order to favor Akiyama in the long run. Akyama tells Shima that in exchange
4:11:40
for the medals he gave him. Shima is going to bring him all the trash medals the Gaia have. However, Shima will distribute the trash medals in a way
4:11:46
each Gaia has one medal per person. This way all the Gaia end up owning one medal of each type. After the game developed
4:11:51
as Akiyama predicted, he reaches the Gaas telling them it's not over yet since they can still win money in this
4:11:56
game. Akyama tells them right now some of them have medals of Fatso, the other finalist, which means all they need to
4:12:01
do is prevent Yokoya from sitting down. Akiama tells the Gaia they will surround Yakoya. This way they will be only
4:12:07
blocking his way, which is totally allowed by the rules. The Gaia's block Yakoya's path and this way Fatso becomes
4:12:12
the winner. Needless to say that Akiyama was the one that made the most profit in this operation since he kept the most
4:12:17
medals of Fatso for himself and his team. For logical tier, Akiama uses hyperlayered reasoning, anticipating
4:12:24
moves several steps ahead and manipulating the Gaia Alliance to indirectly control the game. His ability
4:12:31
to reframe the situation and create a human wall to block Yokoya demonstrates strategic foresight and the exploit of
4:12:37
logical paradoxes. On the other hand, Baku employs hyper layered reasoning,
4:12:42
manipulating multiple variables such as Yaku, Kajji, Rayuse, and the clock to
4:12:47

achieve his goal. His ability to directly manipulate Yaku into choosing the game he wanted just with the premise
4:12:53
he wants a very skillful game while also sending Kajji to the obelisk as a trap to manipulate the game later on
4:12:59
demonstrates the advanced logic he employed to create this tactic. So, Baku takes logical tier.
4:13:05
For complexity tier, I think it goes to Akiyama. His direct manipulation feat is more complex. His ability to create a
4:13:11
direct manipulation by distributing the metals, manipulating Shima and the gas is more complex to me as in way of
4:13:17
creating layers to exploit later on with his final human wall tactic. So Akyama
4:13:22
takes this for resources management. Akiyama leverages the Gaia Alliance's existing structure and Shima's
4:13:29
leadership to his advantage. While resourceful, he still had resources to execute it. Baku's clock
4:13:35
manipulation would not be possible if he didn't select the date before the ban. He also had the chance of expressing
4:13:41
Yaku the game he wanted to play. Exploited the chance of Ruse using the phone while also using Kaji's presence.
4:13:48
Using all this in a situation where he primarily had not many resources nor power into creating a direct
4:13:53
manipulation tactic to assure the game and time counter he wanted seems superior to me. So, Baku takes this due
4:14:00
to overcoming tighter constraints with an optimized use of resources. For complexity of the situation, it goes
4:14:06
to Akiama due to executing this tactic in musical chairs, whereas Beaku was in preparation to play surpassing the
4:14:11
leader, which makes Akiama's situation more rule complex. For adversity force, Beiku takes it due to exploiting part of
4:14:17
this in front of Hal. For situation hostility, Beu takes it due to the higher mental strain and stakes involved

4:14:22
in this future gamble. It was key Biku executed this tactic flawlessly in order to win the game later on to keep his
4:14:28
life. Feel free to pause your screen to read the results of feed consistency.
4:14:34
Finally countering. I think Baku's feet could have been countered in an easier way since Yaku
4:14:40
could have asked anyone to bring another regular clock or Hal himself could have asked this. While Akyama's manipulation
4:14:45
is impossible to counter since the moment he gained access to the medals and distributed them among the Gaia, his
4:14:51
success was insured. So Akiyama takes countering. After the analysis, we can see Baku's
4:14:57
clock manipulation slightly outperforms the direct manipulation of the Gaia. They are very close to be honest. The
4:15:03
result can go either way. That being said, Baku takes direct manipulation with extreme difficulty over Akyama.
4:15:12
After Beaku successfully avoided the trap in C2, he moves to D2. Amaka is
4:15:18
very aware of his moves due to his condition. But when Beaku opens D3, referee Kadakura opens the opposite door
4:15:24
to enter D3 dash casually at the same time. This makes the sound of the doors opening to overlap.
4:15:31
So Amako, who previously gave a color to Baku, listens now another person opening the D3 room. This makes him believe Baku
4:15:39
fell for his trap and had enough strength to move to D2 to finally collapse there. And this new sound are
4:15:44
the referees looking up for his corpse. After this coincidence, Baku's goal is to use Katakura to keep overlapping the
4:15:50
sounds while he opens doors simultaneously to make sure Amako can't be aware of his actual MP. Usug then
4:15:56
asks Katakura to open the E3 door. because he's not feeling good. He simultaneously then opens C3, making his

4:16:02
MP29. Then he asks Katakura to also open C2 because he wants to go from that route
4:16:07
to his goal. Baku says he will tell him when to open it using intercom. This is because Usugi is planning to open the D3
4:16:13
door again. Katakura opens C2 which ends Usugoy's turn making Usugi's total MP30.
4:16:19
Usugai is aware of the route Amaku is taking so Baku willingly return to D3 in order to meet him. Once they meet, they
4:16:26
got to present their Minotaur points. Both Usuga and Amako are aware Marco is in D4, which is an obligatory room for
4:16:32
Amako. So if he wastes all his MP with Baku and opens D4, both Marco and him will have the same MP, so they will
4:16:38
fight equally. Aako sees this as trap Usugi has set and calculates Baku has 28 MP, so he only
4:16:47
needs to use 29. To save 1 MP, move to D2 and then win with 2 MP the bid with
4:16:52
Marco. This is a calculated move from Baku who aims to make Amako bid less MP
4:16:57
so he can win. Baku finally bids 30 MP while Amako 29 which makes Baku the
4:17:03
winner of the minotaur time. Akyama is aware of the superiority
4:17:09
Haroto group holds in bid poker due to their numerical advantage and their ability to make their deck stronger.
4:17:14
Akiyama realizes two players got no cards. So if he set a trap to Haramoto and Kamura using this as an excuse, he
4:17:21
can set a layered manipulation trap to win later on. This is by getting 301 coins to create the majority rule plan
4:17:27
and make clear to the other players the group of Haramoto is the enemy of the game. After Baldi and Muscles end up cardless, Akiyama, who got an extra
4:17:34
deck, says he has no problem with discarding five of his cards. However, if Haramoto does not, one of them still can't be saved. Haramoto states he does
4:17:40
not trust anybody there. He is sure the other three players will try to buy his deck if he discards it, which Akiyama says that is not a problem because

4:17:46
Muscles and Baldi can bid 231 coins since the wealthiest of the three players Haramoto accused have 230 coins.
4:17:52
He can't get the cards if Muscles and Baldi bid 231 coins. Haramoto says still he can't trust Aken now since they have
4:17:58
enough coins to surpass the 231 coins offer and get his cards. Now says she has no debts and she can perfectly pay
4:18:04
the loser penalization. So Akyama proposes Haramoto a method. First, Akyama will discard his deck while
4:18:09
everyone verifies this. Then he will exchange his tablet with Now. The tablet only works with the fingerprint of the person who owns the tablet. This way,
4:18:15
neither Aki nor can use their tablets after being exchanged. Then he walks to the billiard room, which he will stay
4:18:20
until the card exchanging pact is completed. Kamura says he still can exchange the tablets with now back there, but Akyama says that is not
4:18:26
possible because the billiard room has only one door and three of them will be securing this door is not open. After this, Haramoto agrees with the card
4:18:32
trade pack. After this, Akiyama says he will go first, discarding his deck. But Haramoto, still suspicious of a secret
4:18:38
intention, says he will discard first. This was a calculated move from Akiyama who wanted Haramoto to be first so his
4:18:43
lot will appear in first place. After Haramoto discards, Akiama does the same. Then he exchanges his tablet with now
4:18:49
and finally goes to the billyard room. But before going to the billiard room, Akiyama contacts Baldi in secret and
4:18:54
tells him there is the chance someone tries to get the lot, so he should add two coins to the agreed offer. Akyama specifically told Baldi this and not
4:19:00
Muscles. Why? Because he knows Baldi's cunning nature. Later, Muscles and Baldi will have to decide between them which lot they want. So, Akiyama was sure
4:19:07

Baldi will be the one pushing for Herodoto's lot, which is better than Akyama's. Once Baldi gets the first lot with two extra coins, Heramoto now has
4:19:13
the perfect excuse to break the card trade pact. Akiama predicted after Musle sees the two extra coin offer, impulsed
4:19:19
by fear in case he can't get Akiama's cards, he will bid all his coins to make sure he gets the deck. Akiama anticipated this situation and knew
4:19:25
Haramoto will realize Musles will most likely bid all his 300 coins in order to get Akiyama's cards. So Haramoto tells
4:19:31
Mikamoto to bid 301 coins because these people don't trust them, so they don't deserve their help. Akyama was actually
4:19:37
aware of Haramoto's fake mercy and knew under any excuse he will break the card trade pact since getting Akiyama's lot
4:19:42
can boost his hand in the future. But Akiyama knew Haramoto needed a valid excuse in order to break the pact in
4:19:47
front of his followers who worship him as a god. So Akiyama created this scenario. He also knew neither Haramoto
4:19:52
nor Kimura will suspect this was part of his plan since in bid poker it is more convenient having extra cards than extra
4:19:58
coins. However, they were clearly unaware how Akiyama will later use these coins and actions against them. In the
4:20:04
end, Mikamoto buys Akyama's deck for 301 coins, making him the wealthiest player in the game at that moment. After
4:20:09
Harimoto interrupts the bit of muscles and gets Akiama's cards, Himoto says to everyone they all crushed their trust.
4:20:15
So, since that moment forward, they won't cooperate with any of them in any way. This action was crucial for Akiyama's later plan since he needed the
4:20:22
cooperation of everyone. By this way, Akyama manipulated people without even being present. And because of this
4:20:27
tactic, he solidified his later victory. So for logical tier, Kyama takes it due
4:20:33

to his layered reasoning, strategic foresight, and ability to manipulate opponents like Haramoto and Kimura into
4:20:39
decisions that benefit him. Baku's feet, while clever, relies more on exploiting coincidences like the overlapping
4:20:46
effect, making Akyama's approach more logically grounded. For complexity tier,
4:20:52
Akyama takes it. His feed is way more complex since it goes from profiling Harimoto, creating a mind game with
4:20:58
Harimoto to make him discard first. Then he reads the mind of the buyers and approaches to the one he predicts will
4:21:03
buy the first lot. He then later causes a chain reaction, causing muscles to get desperate in order to get the second
4:21:09
lot. He predicts Haramoto and Kimura will notice of the 300 coins bid muscles will do and will tell Mikamoto to bid
4:21:16
301 coins. He also predicted Haramoto will react negative towards all the players which was key for his majority
4:21:22
rule plan. Akayama's feet is more complex since it is totally created and set by him. Manipulating people without
4:21:29
even being present while Baku's feet goes from exploiting the door opening coincidence. Keep camouflaging his MP to
4:21:35
Amiko. Use Marco as a bait to win the minotaur time against a Mako which is complex but still not as complex as
4:21:41
Akiyama's feet for resources management. Akiama takes it because he overcomes significant disadvantages and low
4:21:46
resources, turning fewer cards into coins to later a majority rule effect. Baku, while resourceful, faces the great
4:21:52
help of another person to camouflage his MP, while Akiyama literally created a situation with not enough resources to
4:21:58
save everyone into an indirect manipulation trap that allowed him to save five players later on. For
4:22:04

complexity of the situation, Akyama takes it due to playing a more complex game for Adversity Force. Akyama takes
4:22:09
it because he was facing Kimura and Harodto, way sharper individuals than Amako and Minoa. Situation hostility.
4:22:16
Akyama takes it since this was a revival. Those who lose would get out from the safe zone of the tournament,
4:22:22
meaning a fate where the black market was inevitable. Feel free to pause your screen to read the results of feet consistency.
4:22:29
Finally, countering. Both feats could be countered in a way. In Baku's case, if Katakura totally
4:22:36
refused to open the doors for him, or if Amako associated the three times overlap as Usugui, some way opening the doors at
4:22:42
the same time. While in Akyama's case, if Harimoto did a double read and allowed him to discard first. However, I
4:22:49
think Baku's feet could have failed easier since he literally asked Katakura three times for help. One or two time, I
4:22:54
would understand, but three times is impossible. He did not think Baku was using him to have an advantage. While
4:22:59
double reading the situation of bid poker is more complicated since it is really hard to see a situation where
4:23:05
discarding and losing his cards against an enemy could give you some sort of advantage. So Akyama takes countering
4:23:12
due to his feet being more solid and unpredictable. Based in the previous distribution is
4:23:17
fair to say that the liar king takes indirect manipulation with very high difficulty against the lie eater.
4:23:41
Beu knows he needs a significant amount of bios to climb Protoor's hierarchy quickly. Starting as a slave with few
4:23:48
bios, he approaches Icon, a citizen with 1,000 bios, and convinces him to lend
4:23:53
these bios if he enters a gamble. This ensures Bios become the driving force in Baku's next gamble. Baku

4:24:00
recognizes the vulnerability of Protoor's slave population. After observing three slaves using magic
4:24:05
tricks to deceive others, he confirms they'll use similar methods to gain bios knowledge he'll exploit in his tactic.
4:24:12
When Baku wins the sticks game despite not being part of their group, the slaves realize he's defeated them and taken all their bios. They see him as an
4:24:20
invader, stealing their money, breeding instant animosity. The Furious Slaves challenge Baku to
4:24:26
another game. Baku suggests Icon as referee for a fair match, which they accept, not realizing this plays into
4:24:32
his plans. After several rounds, Icon offers to lend 1,000 bios to continue playing. Baku publicly accepts,
4:24:39
declaring, "Refusing this risk means accepting slavery forever." This subtle manipulation intensifies the
4:24:46
slaves desperation to win. Baku predicts the slaves will turn on each other, a natural reaction when facing major
4:24:52
winds. M losses typical of high stakes gambles. He knows once he takes the
4:24:57
lead, they'll realize they can't beat him individually. However, they would have a chance if they all cooperate.
4:25:04
Driven by inferiority, the slaves devise a last ditch strategy, all looking the same direction.
4:25:11
Champ, seeking gratitude, tells Baku the slaves will look either up or down since they realized Baku avoided these
4:25:17
directions in his first turns. But this was also planned by him. In exchange for this information, Champ begs Baku to not
4:25:23
point to the left since his small team will be looking to this direction in the first round. Baku recognizes this as
4:25:29
deception. Their real plan is unanimous coordination. When they all bet everything in the same round, Baku is
4:25:36

sure the cooperation exists, and they are betting on all looking to the same direction to pass and win. The reaction
4:25:42
of the slaves working together and looking at the same direction is the result of Baku's psychological manipulation through the game,
4:25:49
culminating with his victory once he defeats them all in that same round.
4:25:55
Akyama is sure the stalemate plan is totally viable. However, the last step is manipulating his rival into accepting
4:26:01
the result since Yokoya has enough resources to break it. Akiyama tells now, "If Yokoya says anything framing
4:26:08
this player as inferior, respond by treating Yokoya like even though he's smarter, at least the rich heir wants to
4:26:14
escape his father's control." This calculated move begins working Yokoya's psyche. Later, when the stalemate
4:26:20
happens, Yakoya dismisses it as dumb luck. This reaction is crucial. Akyama
4:26:26
will weaponize the idea that it was just chance. Akyama shares with Yokoya Professor Bukab's lesson. Doubting
4:26:31
others is necessary to understand them. He adds how meeting now restored his ability to trust. These aren't heartfelt
4:26:37
confessions. They're tactical tools to make Yokoya reflective and suggestible. Akiama insists the stalemate wasn't his
4:26:43
victory or Yokoya's failure. It was Now's achievement. Her actions throughout the liar game made her the
4:26:48
true winner. By downplaying his own role, Akyama makes the stalemate seem like the natural outcome of persistence,
4:26:55
not his master plan. Akama strikes at Yokoya's deepest wound, his fatherinduced insecurity.
4:27:02
Framing ordinary now as the real victor devastates Yokoya's pride. The realization she outmaneuvered him
4:27:08
confirms his subconscious fear of inadequacy. Akiyama implies the stalemate reflects Yokoya's personal

4:27:13
failure, not Akiyama's brilliance. This psychological blow makes resistance
4:27:19
feel pointless. Akiyama presents the stalemate as inevitable, as now's moral triumph, not his strategy. Later, after
4:27:26
this conversation, Yakoya speaks out his decision of not interfering with the stalemate. All of this thanks to
4:27:31
Akyama's psychological manipulation where he manipulated his greatest rival. For logical tier, Baku takes it since he
4:27:39
used logic to create frustration, anger, and later on unity. More logic- based
4:27:44
correlated emotions. For complexity tier, Akiyama takes it.
4:27:50
He exploits more complex emotions than greed and competitiveness since he psychologically abuses Yakoya's sense of
4:27:55
failure and inferiority complex. For resource management, Akyama takes it since he is powerless in a situation
4:28:01
where his rival can easily break the stalemate. Yet, he is able to manipulate him. For complexity of the situation,
4:28:07
Akyama takes it. Record of the four kingdoms is way more complex than the encirclement of the four gods. For
4:28:13
adversity force, Akyama takes it, no doubt. Yokoya is a top tier intellectual
4:28:18
with deep psychological defenses. Baku's slaves are desperate but not geniuses, making them easier to exploit. for
4:28:25
situation hostility. Akiama takes it since if his manipulation failed and the game determines a winner, all the losers
4:28:32
will be sold to the black market and weapon testing. Feel free to pause your screen to read the results of feat consistency.
4:28:39
Finally, for countering, both feats are really hard to counter since they play with the mind of the
4:28:44
enemies. One exploits greed and competitiveness while the other exploits inferiority feelings and self-failure
4:28:51

perception. But just because Yokoya is way smarter than the slaves, he had higher chances of realizing Akiyama was
4:28:57
working with his mind, which could lead to Akyama's manipulation to not work, yet that's the brilliance of it, that
4:29:03
Akiyama was so good with his words and psychic control that everything he said made total sense to Yakoya, which
4:29:09
demonstrates Akyama's deep psychological knowledge. Yet, just because the victim's intellectual factor, Baku takes
4:29:14
it. Based in the previous distribution, it's fair to say Akyama takes psychological manipulation with very
4:29:21
high difficulty against Baku. Baku, aware of the labyrinth game
4:29:27
beneath the police building, realizes there's a way to lift his ban from surpassing the leader by exploiting the
4:29:32
alibi theft that occurs in this game. When Yukiti asks which date Baku wants to gamble, Baku chooses the day he
4:29:39
killed someone. He then spins a fictional goofy story about indirectly causing his friend's death. His goal,
4:29:45
make Yuka underestimate him, masking his true intentions behind absurdity. Before the game even starts, Baku bluffs,
4:29:52
claiming Yukay might be using the photocopier's memory to cheat. This is just an excuse to get close to Yuki's
4:29:57
seat. Under the pretense of checking for fairness, Baku steals some of Yukay's papers, uncovering his trick. When
4:30:04
designing his labyrinth, Baku asks Yuki for a pencil, claiming he needs it to draw and erase walls. But when the first
4:30:10
round begins, Yuki checks his paper, which copies the opponent's labyrinth upon contact and sees no walls. This
4:30:17
leaves Yuki with two theories. Baku forgot to use the pencil or Baku drew no walls at all. To sell the illusion, Baku
4:30:24

doesn't look at his labyrinth while Yuki moves, making Yuki certain the path is empty. But in reality, Baku did draw
4:30:31
walls with the pencil. Yuki, overconfident, walks straight into one, falling right into Usugi's trap. After
4:30:38
winning the first round, Baku pretends to quit. I got the money I wanted, he says. The date I gambled is too
4:30:44
important to risk again, and I have no other dates to bet, but Yuki pressures him, and Baku remembers another date,
4:30:52
April 9th, 2001. Yukiday agrees, but demands two more rounds. Baku
4:30:57
reluctantly accepts. Baku tells another ridiculous story, this time about yoga, but Yuki cuts him off, saying, "Focus on
4:31:04
the game." Baku's stories aren't just misdirection. He wants Yuki to think he's trying to
4:31:10
break his concentration. Yuki sees through this, or so he thinks, and Smuggly says, "You won't distract me."
4:31:16
Baku faints sadness, prompting a half-hearted apology from Yukiti. Then Baku bluffs again. I can win these next
4:31:23
two rounds effortlessly. This serves a critical purpose, eliminating any suspicion that Baku
4:31:28
might lose on purpose. And sure enough, he lets Yukiday win. By losing the alibi
4:31:34
for that date, Baku ensures he never technically played surpassing the leader on April 9th, 2001.
4:31:40
Since Yukay now owns that date, and he was the one who lost to Suichi, Baku's life is no longer forfeit. Even better,
4:31:48
he regains the right to challenge surpassing the leader again. Yuki furious gambles the STL date in the
4:31:54
final round, but to lure Baku back, he also wagers 1 billion yen, Kaji's stolen
4:32:00
alibi, and the name of the Labyrinth Games Mastermind. Baku accepts, and with
4:32:05
his strategy perfected, he wins everything. Akyama is in a huge disadvantage during
4:32:12

17 poker due to Kikuchi's insane visual power of following the cards. However, Aki has already formulated the perfect
4:32:18
shuffle strategy. Now he needs to manipulate Kikuchi to accept a shuffle change and raise more chips in the later
4:32:24
rounds. We're only going to discuss the tactics Akiyama used with Kikuchi, not the dealer. Before the eighth round
4:32:30
starts, he accuses Kikuchi of cheating, saying he's been memorizing the card's positions. This is why you have the
4:32:36
advantage, he claims. Kikuchi denies it, but Akyama insists that's the only
4:32:42
explanation for your unusual gameplay, always getting the joker. Akyama then
4:32:47
demands the dealer change the shuffling method to just a riffle since this way the cards can't be seen as easily.
4:32:53
Kikuchi agrees, thinking it actually helps him by making it easier to track the cards. Akyama starts the round
4:32:59
acting angry, declaring, "I'm going to win no matter what." He does this to justify his upcoming
4:33:05
illogical moves, making Kikuchi believe he's desperate and doesn't know what he's doing. To win, Akyama needs to take
4:33:12
most of Kikuchi's chips. He manipulates him indirectly by exchanging five cards every round. In the eighth round,
4:33:18
calling for 15 chips, making Kikuchi sure he has a terrible hand. Kikuchi calls and Akyama wins with four of a
4:33:26
kind. In the ninth round, Akiyama demands another shuffle, claiming Kikuchi saw the cards. The dealer asks
4:33:32
Kikuchi if he's okay with it. Knowing Kikuchi's pride, Akiyama is certain he'll agree, and he does. This round,
4:33:40
Akyama exchanges his entire hand. Kikuchi now believes he's just gambling desperately. Kikuchi holding the joker
4:33:47
bids eight chips trying to keep Akiama from folding, but Akyama sees through it and raises 30 chips. Kikuchi thinks

4:33:55
Akiyama fell for the bait. Maybe even believes he doesn't have the joker. He calls and Akiyama wins again, this time
4:34:02
with four queens. Now Akyama is ahead in chips, partially winning. The final
4:34:08
round. Akiyama's goal. Take everything. He knows Kikuchi is worried he might
4:34:14
fold, but Akyama reads his mind. That's not happening. He says if I fold now,
4:34:20
our team still have a last game and anyone could win there. Better to secure extra chips here just in case. Then
4:34:27
Akiyama plays his final trick. Since this is our last game, he says, "I don't
4:34:32
want this beef to continue." The referee should shuffle three more times so I'm sure you're not cheating. Kikuchi
4:34:39
agrees, wanting to clear his name. Akama bids 15 chips, pretending he just wants more money. Kikuchi calls. Then Akyama
4:34:48
exchanges his whole hand again. Kikuchi assumes he's unaware of the joker and acts like he has a weak hand. "I'll take
4:34:55
the risk," he says, but doesn't exchange cards, fearing Akyama might fold. Akyama
4:35:00
raises another 30 chips. Kikuchi calls, and for the third time, Akiyama wins
4:35:05
with four queens. Through this manipulation tactic, Akiyama abused of Kikuchi's pride by accusing him to be
4:35:11
cheating and then asking the dealer to shuffle some extra times. Akiama could formulate the strongest hand to defeat
4:35:16
Kikuchi in every round. Kikuchi obviously agreed with Akyama's suggestion due to his pride and ego by
4:35:22
Akiama exchanging all his cards in every round. Kikuchi could see Akyama was just
4:35:28
desperate. This is why Kikuchi keeped playing the game normally since he saw no strong logic within Akiama's actions
4:35:35
who were the typical actions of cornered gambler calling for luck accusing the adversary of cheating showing confidence

4:35:40
despite being in disadvantage etc. With this flawless individual manipulation it
4:35:46
allowed his perfect shuffle strategy to enact making him the final winner of the game. For logical tier Baku takes it. He
4:35:53
employs advanced logic to create paradoxes like the alibi eraser while psychologically manipulating Yukay into
4:35:59
falling for his trap. From start to finish, he dominates the game through sheer strategic brilliance. For
4:36:05
complexity tier, Akama takes it. His manipulation is slightly more intricate,
4:36:11
reframing a severely disadvantageous situation into total control. By using unpredictable actions, exchanging all
4:36:17
his cards, acting irrationally, and betting aggressively, he rewrites the game's flow in real time. For resource
4:36:25
management, Akyama wins again. He turns a near hopeless scenario into absolute dominance, showcasing masterful
4:36:31
adaptation under constraints. Baku is resourceful, but Akyama's ability to manipulate with limited options makes
4:36:37
his feet more impressive. For complexity of the situation, Akyama edges ahead.
4:36:43
While both games aren't overly complex, 17 poker is far more rule restricted, forcing Akiyama to navigate tighter
4:36:49
boundaries. Baku's Labyrinth game allows more creative freedom, making Akyama's precision under pressure more demanding
4:36:56
for adversary strength. Hot take. Akiama takes this, too. Kikuchi is smarter than Yukay, crafting a strong initial
4:37:02
strategy and adapting quickly. Meanwhile, Yukiday, well, he mostly just drooled through the match. So, Akiyama
4:37:09
outmaneuvered a sharper opponent. For situation hostility, Akiama dominates.
4:37:14
Losing the resurrection round meant drowning in debt and being sold to the black market. He also did not trust now

4:37:20
could win the final game. So, Akiyama played with the mental pressure of now, Fukunaga, and him ending up in the black
4:37:26
market in case of losing. So, winning there was a must, at least to achieve a tie in the round. Feel free to pause
4:37:32
your screen to read the results of feet consistency. For countering difficulty, Yukodi could have denied Baku the
4:37:37
pencil, collapsing his opening move, but Kikuchi accepted the shuffle change, believing it helped him, only for Akyama
4:37:44
to hijack control completely. Once Akyama set the trap, escape was nearly impossible. So, Akiyama's feet is
4:37:51
harder to counter. After the previous results, I think it's fair to say that Akyama takes individual manipulation
4:37:56
with extreme difficulty over Baku.
4:38:01
Akiama recognizes the Yokoya and Hamoto alliance was just created with the purpose of defeating him. Instead of
4:38:08
fighting them directly, Akiyama thinks in a way of tearing them apart. And that's by simply boycotting the
4:38:14
elections by not being present. So when Akyama's group stopped voting, that means there isn't any greater evil to
4:38:20
fight against. This causes Haramoto and Yokoya's alliance to break. Later on, Akyama contacts Shima and he explains to
4:38:27
him extras have the power to control the flow of the game. He proposes Shima a
4:38:33
deal. Two medals of each member of his team in exchange. He collects and distributes one trash medal of each type
4:38:39
among the Gaia members and gives the remaining of these trash medals to him with the excuse it would prove that
4:38:44
Shima is actually the leader. Therefore, he deserves Akyama's medals. Shima does what Akyama asked. And from that moment,
4:38:51

Akiyama ended up possessing and distributing the trash medals of the game, as well having all the Gaia in control via Shima. Later on in the game,
4:38:59
Haramoto and Yokoya so far refused using their winning medals to buy Gaas. Akyama
4:39:04
sees an opportunity to create pressure and misdirect them from his medals conversion strategy. He tells Shima to
4:39:10
tell the Gaas to boycott the elections by not being part of it. This as an obvious move that if neither Haramoto or
4:39:16
Yokoya give away their medals, the game will be controlled by Akiama's group. This will make Harimoto and Yokoya more
4:39:22
susceptible to the idea of giving some of their winning medals to the Gaia. By doing this, Akiyama indirectly
4:39:27
manipulates all the Gaia, wins the elections, and eliminates one chair from his rivals. During the nighttime, Akyama
4:39:33
tells now to go and negotiate with the other factions. This is a key move since Akyama doubted now could reach an
4:39:39
agreement with any team. The intention behind this order was to keep Yokoya awake. Since Akyama knows Yokoya's
4:39:45
cautious nature, he was sure he will be the one making guard that night. This action of keeping Yokoya awake and tired
4:39:52
will solidify he can't escape from his final strategy. For the second day of the game, Akyama's goal is to manipulate
4:39:57
the game to make Yokoya and one of his lackeyis to be the finalists. The reason
4:40:03
among all the trash medals Akyama possessed, he had the most medals of both Fatso and Bangs. So his goal was to
4:40:08
manipulate the game to make one of these the final winner. So his team, the Gaia and him could win the most money. Akyama
4:40:14
betrays Baldi and turns him into a Gaia. This action causes an indirect mass manipulation effect since by Akiama
4:40:20

betraying Baldi, Baldi goes to Yakoya and leaks Akiyama's numbers. Now that Yakoya has this information, Akyama is
4:40:27
manipulating Yakoya into betraying Haramoto since Baldi told him the chair numbers of Akiyama. This will push
4:40:33
Yakoya to get rid of Haramoto as soon as possible since he is the biggest threat in the moment. So Yakoya betrays Haramto
4:40:39
and eliminates one of his chairs. In the round 17th, the Gaia realize Yakoya broke the alliance with Haramoto since
4:40:45
one of the members of the group became a Gaia. This makes the Gaia reevaluate the situation and conclude they no longer
4:40:51
have reasons to keep boycotting the elections. But Akyama anticipates and tells Shima to tell the Gaas that in
4:40:56
fact Yokoya eliminated one of Akyama's chairs. However, Akiyama's team acted fast and stole a chair from Haramoto.
4:41:03
This calmed down the Gaas and allowed Akiyama to directly control the next round. In the later round, there is a
4:41:08
tie in the elections between Kimura and now this proves Yokoya is no longer working with Harimoto to the Gaas.
4:41:14
However, they can't participate in the re-elections since Akiyama indirectly manipulated them to be absent of the
4:41:20
last round. Therefore, they can't participate in these re-elections which was key for Akyama. Before the
4:41:26
re-election starts, Harotto and Yokoya send their lackey to convince now they will vote for her. In favor, she will
4:41:32
eliminate certain number. Akiyama's goal in that moment is to manipulate the game flow to the point Yokoya has to reinsert
4:41:38
the Gaia in the elections by controlling most of them. So Akiama tells Na now to use the number Haramoto gave her,
4:41:44
therefore eliminating Yokoya's chair. This is made to force Yokoya in the later round to go allin on taking

4:41:50
control of most of the Gaas and assure his finalists spots. In the 19th round, Yakoya reaches out
4:41:57
Shima, offering him four medals of his own in exchange of doing what he says.
4:42:02
And finally, Yakoya contacts Sakai, the unknown member of Haramoto's group, making him betray Haramoto, winning the
4:42:10
elections and defeating Haramoto. In the next round, Akyama acts and reaches out the Gaas, telling them they have the
4:42:17
medals of Fatso, the other finalist. So, all they need to do is to make Fat the winner. Akyama manipulates the Gaia into
4:42:24
blocking Yakoya's path, which he can't escape due to Akyama's induced tiredness, making Faso the winner of the
4:42:30
game, which was his goal.
4:42:35
After Baku gets access to the L file, he gets information of the crimes influent people in Japan have committed, crimes
4:42:41
they hid by paying the police to frame innocent individuals. So Baku sends an email to each one of
4:42:47
these people, telling them he knows about their crimes. They better hop on the Kai show the next day because they
4:42:52
will see something of interest. Baku indirectly contacts Oshima, the host of a famous program that exposes
4:42:58
hit-and-run crimes. Baku stages a fake hit and run to blackmail Oshima, threatening to expose the TV shows
4:43:04
fabricated stories. He also exploits Oshima's guilt over a real fatal hit and run he committed. When Kko tries to trap
4:43:11
him with hidden cameras, Baku turns the tables, seizing the recordings and gaining full control of the show. Now he
4:43:18
plans to use it to expose powerful figures crimes. Before the show starts, Baku sends Marco and Carl to make the
4:43:24

old Empire Tower work since he knows one of the alibies he's going to reveal has been taken by Kakaroo. So they will try
4:43:29
to stop the transmission. If they succeed, he has the Empire Tower to keep the transmission going. Baku buys Schway
4:43:35
news, the TV corp that owns KY declaration. This way he can later sell it for an absurd price when someone
4:43:40
tries to stop the TV show by all means. Baku calls Madara to assist this TV show as a kakaroo match. That means the TV
4:43:46
show must go on until it is over. Baku also invites four guests. He threatened them with revealing their crimes if they
4:43:52
don't attend. So they have no other option. Baku designs a game where they will hear a description of their crimes
4:43:58
and play to expose others crimes instead of their own. Baku knows the transmission will be stopped by any
4:44:03
means, including buying news. Baku is smart and moves the shares out of Shu news. Matsyama later buys news to stop
4:44:11
the show. However, the news he got for 50 billion had no shares, meaning no power to stop the transmission. This
4:44:17
way, Baku wins 50 billion. When the transmission is shut down, Carl redirects the show to the old Empire
4:44:22
Tower. Since this tower uses old tech, the transmission will last only 2 hours.
4:44:28
Still, since Baku threatened very powerful people, they will try to storm the tower to stop it by force. Once the
4:44:33
program ends, a voice says the darkest secrets are yet to be revealed. An alphabet appears, hinting that more crimes will be exposed. By doing this,
4:44:40
Baku gives time for the people he emailed to accept his conditions, otherwise he will expose their crimes.
4:44:45
This leads them to agree, which essentially allows the caramed to infiltrate their corporations. Baku
4:44:51

knows the Empire Tower will be invaded, so he arrives first. Once there, he initiates a Kakaroo gamble. During this
4:44:57
time, he ensures the transmission continues, so the Kate can complete their mission. I think both Akiyama and
4:45:03
Baku mass manipulation feats are great. However, this time, I think there's no need to get in detail with the feat
4:45:08
distribution. If we are talking about mass manipulation and mass refers to people, Baku and his feet manipulate
4:45:14
several important people, organizations, and millions of viewers, which makes it a better mass manipulation feat due to
4:45:20
its larger scale. However, Akyama's feet is still amazing. Anyways, Baku takes mass manipulation with medium to high
4:45:27
difficulty over Akyama. Based on the subcategories of manipulation, Shinichi takes
4:45:32
manipulation with extreme difficulty over Baku.
Deception
4:45:37
Akiyama's goal is to disguise himself in Fujisawa's house and then steal the 200 million. The problem is that Fujisawa
4:45:44
already knows him. And even if Akiyama gets inside the house, he can't steal the money because it is inside a safe
4:45:50
box. So Akiama's goal is to make Fujisawa open the safe for him. With
4:45:56
this in mind, he fabricates a Liar game letter, which is identical to the one now showed him before.
4:46:01
In the letter, he specifies the game will end at 5:00 p.m. delivered by a regular mailman. This letter arrives at
4:46:07
Fujisawa's house. He reads the card and is totally sure the game will end at 5:00 p.m. to steal the money. Akiama
4:46:13
creates a practical costume to pass as a Liar Game employee. He knocks on the door and introduces himself as the
4:46:20

collector sent by the Liar Game Corporation. Take into consideration that Akyama and Fujisawa previously
4:46:25
talked, so Akiyama modifies his voice to avoid any suspicion. Fujisawa, who is
4:46:31
totally sure the game just finished, allows him to enter the house and opens the safe for him. To buy time, Akyama
4:46:37
says he will count the money to verify it is the same amount they gave them. This continues until the real collectors
4:46:42
arrive so he can give the money immediately to Na.
4:46:48
Once Baku finds out the location where Kajji is playing his gamble, Baku needs to go there so he can get Noah to owe
4:46:54
him a favor. So, he dresses up like a referee to infiltrate the building. Thanks to his Kakaroo Club knowledge, he
4:46:59
passes easily as a referee and gets close to Noah, which was his goal. For logical tier, Akiyama takes it. He uses
4:47:06
more advanced logic to disguise the letter and himself. For complexity tier, Akyama takes it. His feat is slightly
4:47:12
more complex than Baku's. For resource management, Akiyama takes it. He works with severe constraints, known identity,
4:47:19
safe box, time limit, and still executes an efficient disguise feat. For complexity of the situation, Akiyama
4:47:26
takes it. For adversary force, um, Akiyama takes it. Fujisawa is smarter than these Kakaroo guys Baku deceived.
4:47:32
For situation hostility, Akiyama takes it. Fail since losing the game would mean now drowning in debt. Also consider
4:47:39
that Fujisawa could have called the police if he figured out it was Akiyama disguising to enter his house. Taking into consideration Akyama's history as
4:47:45
Japan's greatest con artist, he would likely end up in jail. While Baku was safe, and if he failed, nothing would
4:47:52

have happened. You can pause your screen to read the results of feet consistency. For countering, Akyama takes it. To
4:47:58
counter his feet, you would need to see through all of his plan. To counter Baku's feet, considering he infiltrated
4:48:04
among a group of people, just an identity check, which is normal and important clubs, would be enough. Based
4:48:10
on the previous distribution, we can say Akyama takes disguise with high difficulty over Baku.
4:48:18
Aware of the fact it is not possible to save all the players in this game, Akyama's only chance is to aim for a
4:48:24
stalemate. So, he creates a fake plan to save everyone, which now is sure to spread among the players. This plan
4:48:30
centers around making Akyama's kingdom win since they're going to share the money to pay the debt of others.
4:48:35
However, even with these 3.75 billion yen, there are three players they cannot save. Here is when Akyama's second lie
4:48:42
starts. Alongside Yakoya, there is a player who is absurdly rich thanks to his father who's a very wealthy man.
4:48:48
However, this player is in the liar game to escape from his father's control since his father always looks down on
4:48:53
him like he is a good for nothing. He wants to leave the liar game with some millions so his father will never mess
4:48:59
with him again. However, in case they lose, he will have to talk to his father in order to cover their debts. The rich
4:49:06
player will ask his dad for money to complete the amount required while all players together can work slowly to return the money. This lie is brilliant
4:49:13
because it has so many layers within. It forces Yokoya to cooperate with Wu and Shu. By having now say that the only way
4:49:20
to save everyone was to ensure the victory of Akiyama's kingdom. Wo, Akiyama indirectly forced Yokoya into a
4:49:26

difficult position. To thwart Akyama's success, Yokoya had no option but to ally with Wu and Shu, creating a
4:49:32
three-way alliance. This alliance was crucial to Akyama's grand strategy as it relied on the cooperation of all three
4:49:38
kingdoms to maintain his stalemate plan. Understanding this dynamic, Akyama manipulated Yokoya into offering more
4:49:43
advantageous terms to Wu and Shu than Akiama himself could have provided. This effectively pressured Yokoya to
4:49:49
prioritize the alliance over his own chances of victory. It shatters the player's faith in Akiyama's ability to
4:49:54
save them. Since historically, Akyama and Nao had been the key figures behind the efforts to rescue participants in
4:50:00
the Liar Game. However, by introducing a plan that was clearly flawed, Akiama intentionally eroded the players trust
4:50:06
in his ability to save them this time. The contradictions within the proposal. The identity of this rich player was not
4:50:12
mentioned, but based on the fact that Kayama's kingdom will win, the rich player will be the loser. However,
4:50:17
didn't they just mentioned the rich heir wants to win this game no matter what, so he will never return to his father again? Based on this contradiction, how
4:50:24
is it even possible to count on the rich heir's cooperation? What if he strives to win? And even if he loses, why would
4:50:31
he ask for all these extra millions to save the others when he can just ask for the money necessary to pay his debt?
4:50:37
this way reducing his shame in front of him. These contradictions and doubts were planted carefully by Akiyama which
4:50:44
further weakened his plan's credibility in the player's eyes. These inconsistencies hinted that the
4:50:49
rich player was likely aligned with Yakoya's kingdom as joining Akiyama's team would ensure their loss, which
4:50:55

would conflict with their personal objectives. This realization made the players hesitant to trust Akiama's plan and more
4:51:01
open to considering other options, particularly Yakoya's eventual proposal of a three-way alliance.
4:51:07
It worked to lulling Yukoya into complacency. The inherent flaws in the rich player lie made it seem as though it was the
4:51:14
best plan Akyama could devise to save everyone. Yukoya's reasoning was straightforward.
4:51:19
If Akyama had a genuine strategy, he would have revealed it immediately, especially since this particular game
4:51:24
did not allow for partial or incremental victories like previous rounds. The stakes were all or nothing. Either
4:51:30
Akyama secured a complete victory or everyone would lose. As a result, Yokoya dismissed the plan
4:51:37
as insignificant, considering it unworthy of deeper analysis. He offered only a surface level critique,
4:51:43
highlighting the obvious inconsistencies without bothering to investigate whether the so-called rich player actually
4:51:49
existed or who he might be. To further misdirect Yakoya, Akiyama deliberately
4:51:54
instructed Now to exploit Yakoya's father complex, deepening his distraction and preventing him from seeing through the deception. This
4:52:01
strategic manipulation allowed Akiama to carry out his true plan without interference as Yokoya remained convinced that the rich player scheme
4:52:07
was the full extent of Akiyama's capabilities at that critical moment. However, at this point, Akyama's
4:52:12
fabrication wasn't finished. After being eliminated, he goes to the remaining kingdoms and introduces his last fabrication, the spy. Akyama asks them
4:52:21
if they found out already who the rich player is, which they reply, "No." Akyama says they are in danger since the
4:52:27

rich player's goal is to abandon the liar game with no debts, which can only be achieved by becoming the sole winner.
4:52:33
To do so, the rich player might exploit any means necessary, including bribing a teammate to act as a spy. If none of
4:52:39
them actually identified to his team as the rich player, it means the rich heir is in the enemy kingdom. Therefore, the
4:52:45
spy is among them. Exploiting this complex lie, Akyama is able to logically manipulate the actions
4:52:51
of the remaining two kingdoms based on the narrative of the rich player and spy, which both are not real.
4:52:59
Once Baku meets Yukay, he wants to avoid any suspicion. So when Yukay asks for
4:53:04
the memory, he'll gamble. Baku tells a goofy, detailed story about the day he killed a man. That day, he planned to
4:53:11
gamble big money. He couldn't sleep the night before, maybe from stress or eating eel with pickled plums. He played
4:53:18
Puan and reached stage three, his first time, so he paused to take a walk. When he returned, his friend Howal was
4:53:24
playing. Howal resumed stage three and lost, making Baku angry, though he ate Howal's crunchy pickled plums. Yuki
4:53:31
interrupts, guessing Beaku fell asleep, maybe drugged, from these plums, letting Howal gamble with his money, after which
4:53:37
Howal disappeared in some incident. Baku stays silent, implying this completes the lie. After winning the first game,
4:53:44
they play a second round. Baku bets another date when he lost against Suichi while surpassing the leader. He launches
4:53:51
into another absurely detailed story about practicing yoga that day, attempting a difficult new pose, finishing at nightfall. He claims this
4:53:58
mental focus would have made him win at Puan. Yuki interrupts again, accusing Baku of
4:54:04

trying to unsettle him with stories. Baku denies it, saying there was meaning behind his focus. But I guess my story
4:54:09
is meaningless to you. Visibly sorry, Yuki accepts the gambled date.
4:54:15
After dissecting these two feats, I feel sorry for Beaku. But Akiama's feat is way better. Not even close. There is no
4:54:22
need of a detailed comparison this time. The verbal deception Akyama employed is not only complex, is strategical and
4:54:28
reframed the whole game. So, it's fair to say The Liar King takes verbal deception with medium difficulty against
4:54:34
the lie eater. Akiyama is aware that the game flow of Pandemic
4:54:40
is stuck and he comes up with a very useful trick to gain the upper hand and unblock the game. This consists of
4:54:46
building an object with things he found in the warehouse. A stick with two strings of different lengths, each with
4:54:51
small balls tied to them. This artifact is actually a pendulum resonance trick. While the manga refers to it as a magic
4:54:58
trick, I investigated and found no magic tricks using the same device. However, it is used in physics as a demonstration
4:55:04
of resonance, harmonic motion, and frequency. The trick works like this. The user holds the device, which appears
4:55:11
motionless at first glance, but in reality, the balls are swinging back and forth, though not visibly. The swinging
4:55:17
cycle of the balls is determined by the length of the strings. The user can twist the stick at the same rate as the
4:55:22
desired swinging cycle of the ball. Eventually, the swinging cycle of the ball synchronizes with the user's
4:55:27
twisting, amplifying its magnitude. After building the resonance device, Akyama first asks the players if they
4:55:33

want to see something interesting. They agree and he tells them that one of the strings will move without him doing
4:55:39
anything and it happens. Everyone wonders how and Akyama explains
4:55:45
that it actually works as a way to identify normal and infected players. He
4:55:50
elaborates that he once worked fixing circuit boards where he also built electronics like the watches they are using in the game. Even though the watch
4:55:57
looks different, Akiyama knows they share the same circuits. He explains that the electronics he made were
4:56:02
intended for medical facilities primarily as an emergency alert mechanism for patients in critical
4:56:08
condition since unconscious elderly patients often struggle to convey their status to doctors. This emergency watch
4:56:15
monitors a patient's blood pressure, heart rate, temperature, and breathing. These readings are transformed into
4:56:20
signals sent to the nurse. He explains there are two states and seven signals. Signal A represents a normal condition.
4:56:27
Signal B represents an abnormal condition. The numbered signals are specific indicators of different
4:56:32
physiological parameters. Signal one, high blood pressure. Signal two, low blood pressure. Signal three,
4:56:38
tachicardia. Signal four, bradic cardia. Signal five, fever. Signal six,
4:56:43
hypothermia. Signal seven, tachypnia. Akyama says these are Usheruki circuits
4:56:49
designed by an MIT professor of the same name. To test his theory, he needs to confirm whether the watch signals are
4:56:54
electromagnetic waves. It is widely known that patients with pacemakers are not allowed to use cell phones, but this
4:57:00
circuit is designed not to interfere with any signals. These are highly complex circuits, but when certain conditions are met, they produce a
4:57:06

mechanical effect. The ball on the long string swings once per second, while the short strings ball swings every 0.7
4:57:12
seconds. The lengths of the strings, the distance between them, and the balls at the tips are the necessary conditions.
4:57:19
As the usheruki signals are produced by combining the longwave condition signal and the shortwave personal signal, these
4:57:25
combined signals resonate with nearby vibrations, producing mechanical effects. Essentially, the two strings
4:57:30
must move to confirm his theory. Akyama tests it with his watch, causing the long string to move. Since his status is
4:57:37
normal and the long string moved, it means signal A was sent, indicating a normal status.
4:57:43
Therefore, signal B which would move the short string means infected. Akama states that among the players they know
4:57:49
two are infected and seven are normal. If three players can move the long string, it will confirm signal A as the
4:57:55
normal indicator. Akama already suspects a Kagi is infected. So he tests the strings with him and the short string
4:58:01
moves. Then he tests now causing the long string to move. He declares that if the long string moves one more time,
4:58:06
they can be certain it signifies a normal signal allowing them to identify all normal players and start producing vaccines. Notably, Akyama deliberately
4:58:13
avoids mentioning the infected players, wanting a normal player to volunteer first, which later happens with muscles,
4:58:18
confirming the long string as the normal signal. In this way, Akama carefully fabricates a complex lie, blending
4:58:24
mechanics, medicine, and tradition to deceive the players and unblock the game, crafting an entire narrative using
4:58:30
nothing but physics. Once Biku sees Lo stand up to breathe
4:58:36

oxygen, he shatters the glass on his own belt to manipulate the needle and camouflage his air bios consumption.
4:58:43
However, Biku deliberately doesn't pick up the broken glass, knowing it will later serve as an advantage for
4:58:48
psychological manipulation, especially if Lo notices the shards on the ground. Before the final round, Usugi prepares
4:58:55
the 25 number card as his win condition, meaning he can't allow Lo to fold. If Lo
4:59:00
folds, the game becomes a battle of endurance. Heavily relying on luck, a scenario Uso wants to avoid at all
4:59:06
costs. He isn't sure whether Lo has been secretly conserving oxygen in his used air bios. Meanwhile, Lo aims to
4:59:13
eliminate any uncertainty in this final round, so he bets one air bios to gauge Usugi's reaction. Baku seizes this
4:59:20
opportunity to create the midame he's been waiting for. Usogi responds by raising the bet with six air bios, a
4:59:26
move designed to force Lo to reassess the situation. If Usogi had simply called and later won by chance, he'd
4:59:33
only be ahead by two air bios, likely enough to survive until the end.
4:59:38
But his decision to raise instead, has a hidden purpose. He wants Lo to fold.
4:59:44
Lo pieces together the clues, including the broken glass on the ground and concludes that Usogi must have been
4:59:49
stockpiling oxygen in his used air bios. This leads him to believe Usugi's real goal with the six air bios bet is to
4:59:56
pressure him into folding, forcing an endurance battle that Usugai would win due to his supposed oxygen reserves.
5:00:03
Ultimately, Lo takes the bait and engages in a final card clash with Usogi, exactly what Usogi intended. In
5:00:10
reality, Usogi hadn't hidden any oxygen. He manipulated Lo into reaching the most logical conclusion based on the staged

5:00:17
events, ensuring a decisive car clash that would guarantee his victory and expose Lo's true nature.
5:00:23
After the game ends, Lo appears to accept the outcome and stands up. At that moment, Usugi kicks his unused
5:00:30
air bios away and places his used ones near Lo. This is deliberate. He wants Lo to
5:00:36
notice and try to stop him from surfacing. Lo does exactly that, grabbing Usugi's air bios in desperation, only to realize they're
5:00:43
empty. This is Usugi's final move, ensuring Lo suffers in his last moments, fully aware that his own flawed
5:00:49
reasoning led to his defeat. For logical tier, Akama uses more
5:00:54
advanced logic, mixing physics, medical devices, and mind games to get to know
5:00:59
the state of the players with his device. Baku's feet is great, but it is 100% a mind game. For complexity tier,
5:01:07
Akiama fabricates a more complex lie and fabricates a more complex device, adding tons of layers to make others believe
5:01:14
his lie. For resource management, Baku takes it. He did something awesome with six bios and a broken glass. For
5:01:20
complexity of the situation, Baku takes it. Air poker is more rule restricted.
5:01:25
For adversary force, Baku takes it since he executed his feet to Lo. For situation hostility, Baku takes it. Air
5:01:33
poker is just insane. You can pause your screen to read the results of consistency.
5:01:38
Finally, for countering, this one is difficult. To counter Akiyama's lie, you need to have an idea of physics. To
5:01:43
counter Baku's feet, you need to do a double read. However, it is difficult given the situation. So, I think Baku
5:01:49
takes countering. Based in the previous distribution, the lie eater takes fabrication with extreme difficulty
5:01:55

against the liar king. To make the three wealthiest players
5:02:00
lose in the human auction game, Akiyama first needed to force two teams into buying upcoming players to complete
5:02:06
their teams. When player number 17 gets on stage, Akyama makes a critical move by bidding 10 million. This is an act of
5:02:13
guts because he partially eliminates 11 players from the game by not allowing them to complete a team if his bid
5:02:19
succeeds. The players ask Akyama what he just did, and he claims this is a calculated move to make all 15 players
5:02:25
lose, not just 11. He explains that if everyone loses, the only team formed will be Nao's, making them automatic
5:02:32
winners without needing to play the final round. The players decide Akiyama is out of his mind, but realize they
5:02:37
must surpass his bid or most will lose. At the last moment, they have no choice
5:02:42
but to bid. When player number 18's bid starts, Akyama bids again, declaring that even with another team formed, now
5:02:49
his team has Yakoya, and their victory is certain. Now he must eliminate the remaining 11 players to ensure Now wins.
5:02:56
His confident and contemptuous attitude convinces everyone he's lost his mind, practically committing suicide. Yet, in
5:03:03
the final second, a team buys player 18 to prevent total disaster. This masterful acting lets Akama execute his
5:03:09
final strategy to eliminate the three wealthiest players.
5:03:16
Baku knows Satakuni is aware of the broken camera he's operating with, so he wants to avoid any suspicion that he's using this blind spot to win. Baku acts
5:03:22
like he's about to lose, making exaggerated faces, showing fear, even acting anxious. This acting serves one
5:03:29
purpose, preventing Sodakuni from noticing Baku is actually timing the camera rotations with his hand during the tic-tac movements. The nervous

5:03:36
performance masks his real intention. During the third round, Baku stretches his hesitation to 20 minutes without
5:03:42
picking a card, forcing referees to impose a one-minute limit, exactly what his act was designed to achieve. Also, a
5:03:48
fun fact is that both Akiyama and Baku can mimic voices. Baku in the labyrinth game, Akiyama in the stealing game, and
5:03:55
Pandemic. But Akiama's imitation is superior since he deceived Fujisawa and Yokoya with it, while Baku was
5:04:01
recognized by Amako. For logical tier, Akiyama takes it. His feet uses more
5:04:06
advanced logic like group formation and reframes the game's entire decision-making by introducing paradoxes
5:04:13
while giving a very logical explanation about his crazy actions. For complexity tier, Akyama takes it. He orchestrates
5:04:21
layered acting while accounting for bid consequences, forcing two resigned teams to bid on regular players just to avoid
5:04:26
elimination. For resource management, Baku takes it. His feat was executed with fewer resources than Akiyama's. For
5:04:34
complexity of the situation, Akyama takes it. Human auction is more complex than hangman. For adversary force, Baku
5:04:41
takes it. He deceived Sadakuni and his referee. Sharper opponents than Akiyama's targets. For situation
5:04:47
hostility, Baku takes it. Losing Hangman means death. You can pause your screen
5:04:52
to read the results of feat consistency. For countering, Akiama takes it. To
5:04:58
counter Baku, Satakuni could simply impose a shorter time limit, citing wasted time, and synchronize the start
5:05:03
when his broken camera's blind spot is inactive. Based on the distribution, Akayama takes acting skill against Baku
5:05:10
with extreme difficulty. Akiama devises a strategy to misdirect

5:05:16
Yokoya from his true objective, the stalemate plan. Knowing it's impossible to save all players in the game,
5:05:23
Akyama's only viable option is to aim for a stalemate. To achieve this, he creates a fake plan designed to save
5:05:30
everyone. Fully aware that Nao will spread this plan among the players. The fake plan revolves around ensuring
5:05:36
Akiama's kingdom wins as they intend to share the winnings to pay off the debts of the other players. However, even with
5:05:42
the 3 billion yen, 750 million per player, there are still three players whose debts cannot be covered. So, he
5:05:48
creates an entity that can work to the feasibility of this plan and later will work in his real plan. The rich heir,
5:05:54
who can ask his dad the money necessary to save the rest. This obviously flawed plan full of contradictions as the rich
5:05:59
heir want to win to prove his value to his father. Yet following Akyama's plan, he will have to return to his father to
5:06:05
ask him thousands of millions proved Yokoya that was the best Akyama could do at that moment to follow an inherently
5:06:11
flawed plan hoping it to succeed. While the player's faith was totally shattered with this plan since the obvious doubt
5:06:17
the rich heir will follow this plan and even if he ends up losing as a result of it, he will have no need to ask to his
5:06:23
father these extra millions to save the others since it only increases his shame in front of his father. This fake plan
5:06:29
totally misdirected everyone about Akiyama's true goal. Before the game begins, Akyama confidently tells Yakoya,
5:06:36
"Make no mistake, I will win this without question." This bold declaration works more for the
5:06:42
misdirection Akiyama set. Akyama knows this final Liar game round is unprecedented in stakes. Making a

5:06:49
stalemate could trigger organizer intervention. To prevent this, he cleverly misdirects the Liar Game office
5:06:55
by publicly framing himself as disadvantaged. When Yokoya reduces his LP, Akiama loudly claims surprise that
5:07:01
Yokoya is betraying his team to secure cooperation. This serves three purposes. It diverts attention. It makes the
5:07:08
dealers believe Akyama is losing, reducing intervention risk. It feeds dealers bias. It reinforces their view
5:07:15
of Yakoya as dominant, masking Ikyama's strategy. It protects the plan by
5:07:21
appearing cornered. Akiama minimizes the chance of the game being disrupted. When Akiama's wo kingdom faced collapse from
5:07:27
relentless attacks by Yokoya's alliance, he deployed a multifaceted strategy to stabilize his position, exploit
5:07:33
rivalries, and distract enemies from his true goal, the stalemate. The strategy was simple. Akyama will attack the
5:07:38
kingdom of Wu non-stop. This will make Shu notice this prevalent attacks towards Wu. And in order to win a little
5:07:44
of advantage for their final clash, they will put no wall in front of Akiyama's kingdom just to save one LP, which can
5:07:50
be the difference that solidifies them as the final winner in the final battle. This would cause a reaction in the pact
5:07:56
and it will most likely break, giving Akiama's kingdom a chance of flipping the tables. However, Akiyama anticipated
5:08:02
this strategy won't work since he was sure Yakoya will recognize these attacks immediately and call the two kingdoms to
5:08:07
make them promise no walls will rise towards Akyama's kingdom. With this, Akyama ensured the life points of Wo and
5:08:12
Shu remained equal before the final clash, which was crucial for the last part of his plan. By creating this

5:08:17
strategy, indirectly manipulated his enemies into doing something he wanted and further misdirected them from his real plan. Akiama proposes a detailed
5:08:25
strategy to Woo and Shu, presenting it as a foolproof method to ensure fairness and counter the threat of a spy.
5:08:32
Consists in rotating the leadership, the role of general decision maker rotates each round with the general isolated
5:08:38
from team discussions to prevent spy interference. If an LP loss occurs due to the general's decision, they are
5:08:44
assumed to be the spy and must cover the team's debt. for logical moves and action patterns. Akiama advocates for a
5:08:50
mix of attack only and defend only strategies. Attacking forces opponents to defend, preventing them from gaining
5:08:55
an advantage through inaction. Defending minimizes LP loss to one if the opponent takes no action, maintaining game
5:09:02
balance. To counter no action strategies, Akyama suggests occasional offensive moves.
5:09:09
This works as scare tactics since unexpected attacks keep opponents cautious and predictable and worked on
5:09:15
psychological pressure since it reinforces vigilance, discouraging risky behaviors and gave predictability and
5:09:21
stalemate feasibility. By promoting logical and balanced gameplay, Akiama ensures opponents
5:09:27
actions become predictable, making it easier to control the game's progression and steer it toward a stalemate.
5:09:34
Akiama provides Wu and Shu with customized tables outlining optimal attack and defense strategies ensuring
5:09:39
they can counter no action tactics while remaining wary of sabotage. Not enough with this MS directionction.
5:09:46
Akiyama employed a psychological misdirection. If a spy exists, they are incentivized to betray the rich player
5:09:52

as the risk of being held accountable for LP losses outweighs any bribe. This creates a false sense of security.
5:10:00
Wu and Shu believe the strategy is foolproof, blinding them on Akyama's true plan and allowing him to manipulate
5:10:05
the game. By doing this, the two kingdoms believe sooner or later the spy and their team will betray the rich
5:10:11
heir. But in reality, this was just a misdirection made to enable the stalemate.
5:10:19
After the hand chopper game, he's aware Narinro will spread the word that Baku chopped his own finger just to become a
5:10:24
king. He asked Yaku to spread this that Baku was so desperate to become a king that he sacrificed his own finger making
5:10:31
Lo aware that Usugi went that far just to become a king. Later, Lalo verified Baku went that far in the three kings
5:10:38
meeting. Baku's intention is to push Lo to attack and defeat him that day since he already knew how will take down the
5:10:44
queen of Shudo and attribute it to Tipa. So, he fabricates a series of events that will help in this task. He creates
5:10:51
the dynamite protoaporus event where his goal is to make Champ and Rayuse, the strongest players of Taipa, level up.
5:10:58
Baku is sure this information will leak. Lo sees this as Baku recognizing his vulnerability and that he is aiming to
5:11:04
buff his strongest players. So, he knows champ and Ray will be busy leveling up that day, which makes for a great
5:11:10
opportunity to take down Tipa. Baku also tells Cameo, a highle player,
5:11:15
to lose on purpose in the outside battle. This gives Lo even more reasons to attack the castle and take down Taup.
5:11:22
So for this time, there won't be a direct comparison since the winner is clear. Akyama takes misdirection with
5:11:28
high difficulty over Baku. After the conversation with Akei in the

5:11:34
inspection room, Akyama gets information that each member of the North Country possesses a tape recorder which Yokoya
5:11:40
previously gave them to record any sort of conspiracy going on between them. However, Okiyama saw another use in
5:11:45
these. He took the tape recorder and explained his plan. Akiyama gave the order to Akagi to give this tape
5:11:50
recorder to Hzagawa, who after listening to Akyama's audio, agreed to work for him without even knowing him.
5:11:56
Akyama later confessed to Hagawa in the inspection room that in reality his team deposited the money they sent to them.
5:12:03
However, that doesn't mean Akyama's promise will be broken. Now, all they need to do is transfer the 1.91 billion
5:12:09
they deposited in the North's ATM to the South's ATM. However, Hagawa says Yokoya
5:12:14
won't probably let him into the inspection room after this meeting. But Akyama says that is not a problem because his team will deposit the money,
5:12:20
but they need his ATM card. Hagawa refuses because Yokoya is handling all the cards of the team himself and he
5:12:26
will ask for his card once he returns. However, Akyama offers a clever solution. Akiama says he will duplicate
5:12:32
Hagawa's card and will give Yokoya a fake one. He will do this using a speaker. Akiama explains that speakers
5:12:38
have a magnet inside. He took this speaker from the room he was in. And now all they need to do is rub the card against the speaker. The electromagnetic
5:12:44
force will corrupt the card's information, making the card useless. Now, after this, when they get out of the room, Asagawa tells a liar game
5:12:51
dealer his card is no longer working. After they verify this, they give him a new card, which he gives to Akiyama, who
5:12:57
now owns a functional card and sends a useless one to Yakoya. By concealing these important two pieces of

5:13:03
information from Yakoya, he is able to execute his real smuggling plan. Before
5:13:10
taking the lethal drug, Baku removes his coat, setting the stage for his next tactic. The aim of this is to create
5:13:16
ambiguity about what he's holding, whether it's a handkerchief or necktie, and forces Hal to question his
5:13:22
assumptions while he accumulates his drug. Baku's turn as the dropper begins at 8:17 a.m. He immediately starts
5:13:29
setting up a psychological trap for Hal. He steps in front of Hal, revealing only part of his necktie and his left hand,
5:13:35
carefully angled to make it seem like he might be holding the handkerchief. By doing this, Baku creates confusion. Hal
5:13:42
is left wondering whether Baku is holding the handkerchief, which would mean he's about to drop it, or the necktie, which would be a decoy. This
5:13:49
subtle trick is designed to waste Hal's time and mental energy, forcing him to second guessess his observations.
5:13:55
Hal starts to realize that Baku is hiding his front deliberately, which suggests he's setting up a mental trap.
5:14:01
Hal begins to suspect that Baku isn't holding the handkerchief at all and is instead using the necktie as a decoy.
5:14:07
However, just as Hal starts to feel confident in his deduction, Baku reveals a new piece of information. He is
5:14:13
holding the necktie. This revelation forces Howal to reconsider his assumptions and delays his decision-making, which is exactly what
5:14:20
Baku wants. While time passed and Baku had not revealed any new information at the
5:14:25
exact 26 second, Hal concludes this is a mind game designed to make him waste time. So, he turns around finding out
5:14:32
the handkerchief has always been there. However, by concealing information with his moves, Baku was able to accumulate
5:14:38

24 seconds worth of Hal's drug, something he never would have done otherwise since Hal stated he would have
5:14:43
turned around 2 seconds after the round started. For logical tier, Akyama uses
5:14:48
more advanced logic, turning the weapons of his enemy against him and using physics knowledge of electromagnetic
5:14:54
waves to corrupt the card and get a new one. For complexity tier, Akiyama takes
5:15:00
it. His feat is more layered, using the tape recorder manipulation,
5:15:05
concealing information in Yakoya's own country, turning Hagawa into an ally, and then executing electromagnetic
5:15:12
trickery to clone his card. Compared to Baku standing in front of Hal and later
5:15:17
revealing the necktie, Akyama's feet is more strategically complex while Baku's is just a mind game. For resource
5:15:23
management, Baku takes it. He only used his neck tie to create this trap while Akiyama had more resources. Tape
5:15:30
recorder speaker extra card. For complexity of situation, Baku takes it.
5:15:36
Dropped the handkerchief is more rule restricted than contraband. For adversary force, Baku takes it since he
5:15:41
was facing hell. For situation hostility, Baku takes it due to the game being lethal. You can pause your screen
5:15:47
to read the results of feet consistency. Finally, for countering, Akyama's feet
5:15:53
is harder to counter since he tricked Yokoya by concealing information with his own tape recorders and duplicated an
5:15:58
ATM card, something Yokoya never suspected since considering the chance of a ATM card getting duplicated is
5:16:04
almost unimaginable. to counter Biku's feet is easier after time passes and you make a double read. The nature of the
5:16:10
concealment becomes obvious, which was what happened in the manga. This concealment allows you to accumulate

5:16:15
seconds, but after some of them pass, the nature of it screams. However, this doesn't make his feet less impressive.
5:16:22
It's just easier to counter. After the previous distribution, we can say Baku takes concealment with extreme
5:16:27
difficulty over Akiyama. After his team totally fell in the
5:16:33
smuggling trap, Yokoya set the situation seems hopeless since now Akyama's team
5:16:39
own more money than they can possibly smuggle. So at this point, the game is over. However, Akyama knows there's
5:16:45
still a way to win the game and it starts with a bluff. When Akyama sees Akagi, the person that tricked one of
5:16:52
his teammates into depositing the cash, gets into the inspector room, he decides to go as well.
5:16:59
Akiama starts acting confidence, saying he knows his bag is completely empty since his team tried to trick the three
5:17:05
members of his of his team to in reality transfer the 1.9 billion yen from the ATM of their country. Akagi says that is
5:17:13
true, but they looked so dumb they never thought they would have realized what they just did. But Akyama says he thinks
5:17:18
they're actually the fools because since they gave the 1.9 billion yen to them, Akyama's team already won the game. They
5:17:25
assumed they deposited the money in the north's ATM, but the 1.9 billions were never deposited there.
5:17:31
Akagi says that is not possible because they verified if they took the money from the place they were told. But
5:17:37
Akyama says they in fact took the money, but instead of depositing it, they hid it. Akyama says they already thought of
5:17:43
making the same trick, but they were faster than them. And when they offered the money, they realized that is the
5:17:49
same trick. That's why they accepted it to take the money away and hide it.

5:17:54
Akiyama explains once the money is counted at the end of the game, the Liar Game staff will panic since 1.9 billion
5:18:00
will be missing. Akiyama in that moment will reveal where they hid the money. And when they find the money, now they
5:18:06
have to figure out where the money came from originally. This can be easily done by checking the ATM data. With this
5:18:13
information, they can know who was the last person to take out all the money. Since he and his other two teammates were the last ones in taking this
5:18:18
amount, this money will have to return to the place it was before taken away. the South's ATM. This means it will be
5:18:25
like if they never were taken out the South ATM. Since they just gave them all their money, they have no chance of
5:18:31
increasing their outside account for the rest of the game. Akama explains his team won't even bother trying to smuggle more money
5:18:38
since at the end of the 50th round, the result will be a victory of his team. After listening to this detailed bluff,
5:18:44
Akagi realizes they are the ones who are going to lose the game, not them. So, he asks Akyama to have mercy and save him.
5:18:52
By this layered bluff, Akiyama can start executing his secret plan to win the game. Later on in the game, Yokoya gets
5:18:58
information of Akiyama's statement and tests it with sending Hagawa. Akiyama in his turn while meeting Hagawa realizes
5:19:05
Yokoya captured his allies and the plan Yokoya has to test if his statement is real or just a bluff. He knows Yokoya
5:19:12
ordered Hagawa to act and cooperate with Akiyama to then use his south card to withdraw and bring all the money to him.
5:19:18
So Akyama here executes his cloning card trick, cloning Hagawa's card. And later
5:19:23
when Yokoya told Hagawa to follow Akyama's plan, Akyama left to Hagawa the card he cloned. So Hagawa withdraws all

5:19:29
the cash from the southern ATM and brings it to Yakoya. And the moment he sees the money, he is totally confident
5:19:35
Akiyama was not bluffing and they for real did not deposit the money they gave them before. This ultimately made Akyama
5:19:41
the winner in the ATM battle. Beu has the suspicion that Sudiguma sent
5:19:47
Hugo to put a wrong number in the first round of the game. However, he needs to be totally sure. So, he instructs Marco
5:19:54
to ask Rano what the number Hugo first input was. When Marco arrives, he tells Beu the number was 8. Baku anticipated
5:20:01
Marco getting to know the number and told him before of that. He will send him to input a number in front of Sudaguma. But in reality, this is just a
5:20:09
trick and he won't have to input the BU tells him. So once Beu hears this
5:20:14
information, he tells Marco to climb up and put the number 13 while Beu inputs the same number in the dotty room.
5:20:20
Previously, Sudiguma stabbed Beu's eyes. So Beu's decision of putting the number he thought was totally correct,
5:20:26
confirmed to Sudiguma, Beiku is sure 13 is the correct number since he's also in putting the number in the room as an act
5:20:32
of revenge for his eye. However, this number is not the right one since by doing this, Baku gave enough information
5:20:38
to Sudaguma that his number of beads must be around 6 or 7. Sudiguma inputs the number 15 in the dotty room,
5:20:44
narrowing his beads to six. However, this number is incorrect, but it gives Sudiguma enough confidence to climb up
5:20:50
the tower and put 16, the result of nine beads of him plus seven from Baku.
5:20:55
When Sudiguma inputs 16 and is incorrect, Ranko reveals to him Marco never entered the number 13. This
5:21:02

finally revealed Baku that Sudiguma's number of beads is nine and tells Marco to input 18, the winning number.
5:21:09
For logical tier, Akyama's bluff operates with game mechanics, blind spots of the game, organizational
5:21:15
oversight, and player psychology. Bakus' bluff is focused in Suduguma's deduction, exploiting his confidence
5:21:22
based in the information he obtained. So, Akiyama takes this for complexity tier. Akyama takes it again. His bluff
5:21:29
is a very systematic one, more layered than Baku's. For resource management, again, it goes to Akiyama. After the
5:21:35
events that lead the enemy team almost victorious, Akyama had no resources to create his bluff. He only had one card
5:21:41
he could use, the blind spot and the uncertainty that the three players really deposited the money. Just with
5:21:47
this on mind, Akiama created a hyper layered bluff alone, while Bakuz was mostly helped by Ranko in order to have
5:21:52
the information to create it. For complexity of situation, Akiyama takes it. Contraband is way more complex than
5:21:58
Blood Doy. For adversary force, Akiyama takes it, no doubt. Yakoya is a super
5:22:03
genius. There is no comparison between him and Sudaguma. For situation hostility, this goes to Baku due to the
5:22:09
game being lethal. You can pause your screen right now to read the results of feet consistency. Finally, countering.
5:22:16
Both bluffs are really hard to counter. However, I think Akama's bluff is ultimately more difficult to counter.
5:22:23
Both bluffs work with the fact of the enemy not knowing the total information. Both bluffs can be countered by doing a
5:22:29
double read. However, Yokoya did in fact a double read thing Akiama expected. Due to Yokoya's sharp nature, he anticipated
5:22:36

Yokoya's double read and suspicion of this statement being just a bluff and still adapted to Yokoya's bluff test and
5:22:41
totally tricked him into believing he was not bluffing. On the other hand, Sudaguma never questioned the possibility of Baku's statement being a
5:22:47
bluff and completely fell for it, which shows Akyama's bluff, even after being attested, totally prevailed and made him
5:22:54
the ultimate winner, which shows how hard it is to counter him. After the
5:22:59
previous distribution, Akiyama takes bluffing with high difficulty over Baku. Based on this, Akyama takes overall
5:23:06
deception with very high difficulty against Beaku.
Foresight
5:23:11
Once Baku is able to deduce the labyrinth foundation, which is the black path, he constructs the route from where
5:23:17
he started using T1 and T2. With this he is able to predict that using these two
5:23:22
mechanisms and the premise that the labyrinth is made so the players can complete it based on the shortest route
5:23:27
Baku is able to predict his exit point is either A1 or A5. Baku is able to know the current
5:23:33
location of the players their MP and where they started thanks to the Morse code between Mininoa and Amako. With
5:23:39
this Baku predicted the roots of Minoa who we know started in F1 and might end in C4. Amakco started as well in A6 and
5:23:46
thanks to the information of his current position, he is able to know his route. His exit is A1 and finally he is able to
5:23:53
predict Marco's route as well. After Akyama was cleverly tricked by
5:23:59
Kimura that allowed the enemy group to win the upper hand by stealing the chairs marked in the envelope in such
5:24:05
critical situation with no chairs at the border of the elimination, Akyama remains calm and observes the map which
5:24:11

he's able to notice something important. The chair that is pointed out in the middle is surrounded by the short path
5:24:16
indicators. Which means Haramoto probably gave the order to move the chair out of these three paths. So no
5:24:22
other player with the envelope could have found it, which leaves the person who took the chair with one direction to move. Akyama now knows the direction
5:24:28
they moved the chair. And when he goes there, he finds the chair and mitigates a futural elimination risk. So for
5:24:35
logical tier, Baku takes it because his labyrinth feat involves reframing spatial logic, decoding patterns, and
5:24:42
predicting multiple outcomes in advance. For complexity tier, Baku takes it because his feat uses hyperlayered
5:24:48
reasoning, simultaneously tracking positions, MP, and message transmission, creating a total map of possibilities in
5:24:55
real time. For resource management, Akyama takes it because he starts with zero chairs, no confirmed map knowledge,
5:25:02
and still outmaneuvers two top tier opponents to prevent elimination. For complexity of the situation, it goes to
5:25:07
Labyrinth for being more rule restricted. For adversity force, Akyama takes it because he tracked the location
5:25:13
of the Kamura and Haramoto, two sharp rivals. For situation hostility, it goes to Biku due to the lethal nature. Feel
5:25:20
free to pause your screen to read the results of feet consistency. Finally, we have countering. Biku takes it because
5:25:26
his feet is simply harder to counter. His prediction was top tier while choosing a different path could have countered Akyama's prediction. So, Beu
5:25:34
takes prediction with mid difficulty against the Liar King.
5:25:42
When Beu got the time card during the ban, he knew he could pick the duration of the ban. According to the conditions,
5:25:47

once the ban is over, the winner will automatically play, surpassing the leader against Suichi. Baku is aware
5:25:53
that during January 1st of that year, a leapse second will occur.
5:25:58
Baku knows this leapse second can give him some advantage in STL as long as the game is a time-lated game.
5:26:05
Confidentially, the 1st of January marks exactly 1 month since the events of the Tower of Karma where Suichi experienced
5:26:12
his memory loss. Years ago, Baku read in that email that Suichi's memory loss is a phenomenon
5:26:18
that happens once a month, which means that on that day, Suichi will lose his memory.
5:26:23
Baku finally decides the ban will last 24 days, which makes the deadline December 31st. This makes it possible to
5:26:29
exploit both the leapse second and the memory loss of January 1st, which in the end results in victory.
5:26:37
After the first day of musical chairs concluded, Akyama's group faced the decision of selecting a member to become
5:26:43
a Gaia. Baldi refused and even threatened to defect to Yokoya's side,
5:26:48
sharing critical chair information. Akyama, foreseeing the consequences of Baldi's potential betrayal, predicted
5:26:54
how the game would unfold if Baldi joined Yokoya and provided him with crucial information. Simultaneously, he
5:27:00
sent Now to negotiate with the other factions, but his hidden goal was to exhaust both Haramoto and Yokoya. Using
5:27:07
now's presence as an excuse, inducing tiredness so they couldn't escape from his strategy. For the round 16th
5:27:13
prediction, Akyama anticipated that he could deceive Baldi until the last moment, forcing him to become a Gaia.
5:27:20
This would allow round 16 to proceed as usual with Haramoto and Yokoya dominating the elections and eliminating
5:27:26

one of Akiyama's chairs. Akiyama also predicted that Baldi in response to this betrayal would reach out to Yokoya by
5:27:32
the end of the round. Akyama foresaw that Yokoya would use the information Baldi provided to destabilize Haramoto
5:27:38
and seize control of the game. He was confident in this prediction because of his understanding of the NG game. By
5:27:43
exploiting a loophole using a number that didn't belong to them, they could mislead their opponents. When Yokoya
5:27:49
learned about Akiyama's chair, he could deduce Harotto's chair count and realized Haramoto had been hiding information to gain an advantage later.
5:27:56
Additionally, Akyama considered the existing rivalry between Harimoto and Yokoya. With the new information, Yokoya
5:28:03
would no longer need Haramoto and would instead focus on eliminating him as Haramoto posed the greatest threat.
5:28:10
In the 17th round, Akyama predicted Yokoya would take control of the NG game with Haramto and ensure Fatso won the
5:28:17
elections. He also anticipated Yokoya would eliminate one of Haramoto's chairs.
5:28:23
In the round 18th, Akiyama expected Yakoya to attempt to convince Haramto to maintain their alliance. For Yakoya,
5:28:29
this was advantageous because he could continue dominating the NG game with the information Baldi provided along with
5:28:34
Haramoto's team's votes. Yakoya might lie or claim the previous rounds elimination was a mistake. Akiama knew
5:28:41
the elimination of Haramoto's chair would disrupt the Gaia's boycott as they would interpret it as Yakoya betraying
5:28:46
Haramoto. Before the elections began, the extra would be announced, revealing a member from Haramoto's team. This
5:28:52
would prove their boycott ineffective, prompting the Gaas to rejoin the elections. However, Akiyama could
5:28:58

counter this by telling Young Jump that a chair from Akiyama's team had been eliminated in the previous round while secretly securing a chair from
5:29:04
Haramoto's team. Akyama also knew Haramoto would anticipate a future attack from Yukoya and would prepare by
5:29:10
voting for one of his own team members to win the elections. Akiyama predicted the game would result in a tie between
5:29:15
now, his team's candidate, and Haramoto's team candidate. As both teams had five members, this would trigger
5:29:22
re-elections with the top candidates. Akyama foresaw that Yokoya and Haramoto might attempt to negotiate again, but he
5:29:28
was certain their cooperation would fail. Both were driven by ego and would prioritize becoming the official winner,
5:29:35
making it impossible for them to execute a foolproof winning strategy together. This would ignite a war between Yokoya
5:29:41
and Haramoto. Since the Gaia had boycotted the elections, they couldn't vote in the re-election. Akyama predicted both
5:29:47
Haramoto and Yokoya would try to convince his team to eliminate one of the rivals chairs in exchange for voting
5:29:52
for Akyama's team. This would allow Akiama to control the outcome directly. Akiama decided it was more beneficial to
5:29:58
eliminate Yakoya's chair, even if it meant sacrificing one of Yakoya's teammates. This would force Yakoya to
5:30:04
take drastic action to regain control of the game and defeat Haramoto once and for all. For the round 19th, Akyama
5:30:10
predicted that in disadvantage, Yokoya would seek information about the Gaia team and its leader. Bribing the Gaia
5:30:16
leader would be easy for Yokoya. As Baldi had already informed him about the metal distribution in Akiyama's team,
5:30:22
Yakoya could use additional medals to persuade Young Jump to work for him. If Yakoya teamed up with Young Jump, Young

5:30:28
Jump would find a way to make the Gaia rejoin the elections and vote for Yakoya. Yakoya would then eliminate a
5:30:34
chair from Haramoto. With the Gaia back in the elections, Harimoto would do everything possible to
5:30:39
win the 20th round. He would start bribing Gaia with his own medals to secure votes. Yokoya would deduce
5:30:45
Harimoto's secret ally, Sakai, as he was the only player not affiliated with any group. Yokoya would approach Sakai.
5:30:53
Akyama had known from the beginning that Haramto had an unknown ally working with him. Yokoya would destabilize Sakai by
5:31:00
revealing that Haramoto had been using Sakai's medals to bribe Gaas. Yokoya would also disclose the exact number of
5:31:06
medals Sakai currently held, information he obtained from the Gaia leader. Akyama predicted Yokoya would offer some of his
5:31:12
medals to Sakai and convince him to switch sides. This betrayal would lead to Yokoya winning the 20th round. Yokoya
5:31:19
would eliminate Harimoto as he was far more dangerous than Akyama, especially with Gaia holding his medals. After
5:31:26
this, it would be a matter of a couple of extra rounds that would leave Yakoya and one member of his team as the
5:31:31
finalists. Right before the round that leaves these two as the last players, Akiyama could make his move. Since
5:31:38
Yokoya and Fatso would sit in order to prevent reinserting the remaining player by tracking them down and stealing the chair, this made Akyama confident that
5:31:45
in this round, Yokoya wouldn't be the last man sitting. This outcome worked in Akiama's favor as he held all the trash
5:31:52
medals for both Fatso and Bang while having only a few of Haramoto's team members medals. This meant Akiyama, his
5:31:58

team, and the Gaas could maximize their winnings if this finalist won. Akiyama predicted the Gaia would cooperate in
5:32:04
the human wall strategy as nine of them held the nine medals of one of the finalists. This would block Yokoya from
5:32:10
sitting down. Though there was still a chance he might escape thanks to Akiama's anticipation with the inducing
5:32:16
tiredness tactic, the odds were reduced to zero. After this formulation the next
5:32:21
day, Akyama executed his plan by betraying Baldi, setting off the chain reaction of events he had predicted the
5:32:27
night before, causing a mass anticipation effect. Okay, so for logical tier, Akiyama takes
5:32:34
it. No discussion. He used way more advanced logic to anticipate to all these events. For complexity tier,
5:32:40
Akiyama takes it because he constructs a self-sustaining chain of predictions spanning five full rounds, managing
5:32:46
unstable alliances, shifting chair counts, metal economy, and player psychology simultaneously through
5:32:51
recursive planning. For resources management, Akiyama takes it because his only tools were foresight. Baku had the
5:32:57
chance to pick a date. Akiyama had to deal with many factions, enemies, and resources, yet found a way to make his
5:33:03
strategy work with pure foresight. For complexity of the situation, Akiama takes it by being in a more
5:33:08
rule-restricted game. For adversity force, Akiyama takes it because his feat manipulates three masterclass opponents,
5:33:14
Haramoto, Yakoya, and Kimura. Each with distinct systems of logic and deception
5:33:20
and makes them unknowingly serve his plan. For situation hostility goes to Baku
5:33:26
since depending on his choice, it can mean direct death for him. Feel free to pause your screen to read the results of
5:33:32

feat consistency. For countering, Akyama takes it because every move he
5:33:38
made causes a fork in the enemy's mind. Each decision Haramoto or Yokoya takes furthers Akiyama's plan, meaning
5:33:44
countering him would require breaking out of an unseen deterministic flow built round after round. So Akiama takes
5:33:50
anticipation with very high difficulty against the lie eater.
5:33:56
Akyama figures out that Kikuchi is using visual tracking to follow the location of the Joker. This means the package of
5:34:02
cards being opened each round follows a consistent order. Based on this pattern, Akyama deduces that when Kikuchi cuts
5:34:09
the deck last, the probability of him receiving the Joker is 100%. However, when Akiyama cuts last, there's a chance
5:34:15
he can divert the Joker away from Kikuchi. either ending up with it himself or having it land among the
5:34:21
remaining seven cards. Akama can't simply rely on being the last cutter to obtain the joker. The odds are low and
5:34:28
even if he does manage it, Kikuchi, knowing the joker's exact location, can just fold the round. Akyama needs to
5:34:34
prevent Kikuchi from folding, especially since Akiyama is currently losing the game. Ikyama realizes Kikuchi's
5:34:40
overwhelming advantage comes solely from knowing the location of a single card. So, if Ekkiama can determine the
5:34:46
locations of the other cards, he can counter the trap. Ekkyama observes that the dealer is extremely precise with the shuffling. He requests that the dealer
5:34:52
change the shuffle to only riffle shuffling, arguing it's less visible and fairer. Kikuchi agrees as this shuffle
5:34:59
actually makes it easier for him to track cards. However, Akyama's true intent is to reconstruct the initial deck order. He exchanges five cards,
5:35:07
thus learning the location of 10 out of the 17. Akyama uses this information to

5:35:12
reconstruct the full deck. Now that Akyama knows the post shuffle card order mentally simulates all
5:35:18
possible hand combinations Kikuchi might get. He calculates the optimal exchanges to always counter Kikuchi's joker based
5:35:24
hand. No matter what Kikuchi draws, Akyama can now counter it with precise card swaps. Akiyama also asks the dealer
5:35:31
to shuffle the cards more times using the excuse that Kikuchi saw them. This is a bluff. His real goal is to secure
5:35:38
the strongest possible combinations when needed, while Kikuchi believes nothing has changed. With these layered tactics,
5:35:43
Ikyama ultimately evades the Joker trap in the final rounds.
5:35:49
When Baku enters the room, he immediately studies the scene to determine whether a trap has been set.
5:35:55
He quickly intuitits that the trap may be linked to Yuki's labyrinth paper. Baku puts on a show, accusing Yuki of
5:36:01
possibly using the photocopier's memory to save and reprint his labyrinth. Under this pretense, he moves closer to
5:36:07
Yukiti's seat, pretending to verify the equipment. During this, he discreetly grabs some of
5:36:13
Yukiti's paper. Baku then realizes Yukiti's paper differs from his own. It transfers oil to the backside. From
5:36:20
this, Baku deduces the mechanism of the trap. Yukiday will wait for Baku to mark his start and end points, then invert
5:36:26
them and place his own paper underneath Baku's. Over time, the oil will transfer, giving
5:36:31
Yukay the full layout of Baku's labyrinth. Baku now knows he must prevent this from happening. Baku asks
5:36:38
Yukay for a pencil with an eraser, saying he wants to sketch his labyrinth before finalizing it. Yuki hands him a
5:36:44

mechanical pencil. However, Baku is fully aware that mechanical pencil marks do not transfer oil, meaning they won't
5:36:50
be copied onto Yukodi's paper. So, Baku draws the labyrinth using the mechanical pencil, avoiding any traceable ink, and
5:36:57
also steals part of the eraser as a backup tool. After Baku intentionally loses the second round, Yuki destroys
5:37:02
the mechanical pencil to prevent him from using the same trick again. However, Baku adapts, he draws a normal
5:37:08
labyrinth, but places a crucial wall near the exit, then erases it using the eraser he saved earlier. To cover this
5:37:14
trick, he places a fake wall on a different spot on the back of the paper. As a result, the oil from the fake wall
5:37:21
transfers to Yuki's sheet, deceiving him into thinking Baku's wall is somewhere else. In truth, Baku has erased the real
5:37:27
wall and cleverly avoided the trap without using the mechanical pencil trick from the first round.
5:37:33
So, for logical tier, I think it goes to Biku. Just right at the start of the game, he is able to detect the trap and
5:37:40
totally avoid it suing different methods to counter it, displaying a great logic association at first sight. For
5:37:46
complexity tier, Akiyama takes it. He reverse engineers shuffle logic, runs mental simulations of card positions,
5:37:52
adapts dynamically based on probabilities, and exploits card visibility versus invisibility layers,
5:37:57
which makes it more complex. For resources management, Akyama takes it. He had no special tools, no backup, and
5:38:04
still cracked a vision-based precision system through observation and math. Beaku had more flexibility like access
5:38:09
to materials, erasers, movement, and used them brilliantly, but not under the same restraint level. For complexity of
5:38:16

the situation, Akyama takes it. He's playing poker. Super rule restricted. For adversity force, Akyama takes it.
5:38:23
You guys going to say Yuki has ridiculous IQ, but I stand. Kikuchi has
5:38:28
better feats. Made a very solid strategy to defeat Akiyama. While we can't be even sure if Yukay was the one that came
5:38:34
up with this trap for situation hostility, Akiyama takes it. Losing there meant getting eliminated from the
5:38:39
tournament, getting out its safe zone, and soon be victim of the organization's connection with the black market. Plus,
5:38:46
this nightmare wouldn't only apply only to him, but also now and Fukunaga. So,
5:38:52
Akyama was playing this game with life and death mental preassure. Feel free to pause your screen to read
5:38:58
the results of feet consistency for countering. Akyama takes it. His
5:39:03
method of tracking card order and figning randomness while disrupting Kikuchi's perfect vision advantage is nearly impossible to detect or reverse
5:39:10
engineer without equal or superior reasoning. Baku's tricks are layered too, but can be understood and possibly
5:39:15
blocked. Like Yukiday denying the pen and eraser would be enough to counter his feet. So Akyama takes trap evasion
5:39:22
with extreme difficulty over Baku. The Kaiser bait trap is a mix of traps
5:39:29
Baku used to bait Lo into defeating him on the 23rd of December. So Lo could become the Kaiser from that day until
5:39:35
the 30th of December. Baku, following Hal's indications, sends Kaji to Shudo with the goal of meeting
5:39:42
Hal and defeating Shudo's queen in the name of Tipa. Baku orchestrates an event for that same day where his strongest
5:39:48
players, Champ and Ray, will go to the coliseum to level up. Baku is sure this information will leak to Lo, giving him
5:39:54

a good reason to attack Tipa that day since Tipa's strongest players will be busy. Baku also tells Kameo, a highle
5:40:00
player, to lose on purpose in the outside battle on the 23rd of December. This gives Lo even more reasons to
5:40:06
attack the castle and take down Tipa. Lo finally ends up attacking Tipa and defeating Baku. But at this point, he
5:40:13
has already become the Kaiser since Kaji previously took down Shudo. This ensures Lo will be the Kaiser until the 30th of
5:40:20
December. After this, the three highest level players will automatically become the kings of the three kingdoms. And
5:40:26
these players are Champ, Ray, and Baku. So Baku can become the Kaiser in one
5:40:32
day. The stalemate trap is a mix of traps
5:40:37
Akiama used during the game to camouflage his intentions and prevent his stalemate from deviating. It starts
5:40:43
with the rich player trap Akiyama devises a multi-layered strategy to save all participants from their debts if his
5:40:50
team wins. He uses Now to announce a plan involving a fictional rich heir whose father would cover everyone's
5:40:56
debts, creating the illusion of a viable solution. Now exploits Yokoya's father complex, making him dismiss the plan as
5:41:03
irrelevant and ignore the possibility that the rich heir might be fabricated. Akama ensures Yokoya cannot debunk the
5:41:08
lie by grounding Nao's explanation in deep emotional reasoning, making it seem credible. The purpose of this lie is to
5:41:14
force Yakoya into a three-way pact. Yakoya fearing Akiyama's victory allies with Wu and Shu to counter him. L Yakoya
5:41:21
into complacency. Yakoya dismisses the plan believing it only shares the pain rather than saves everyone.
5:41:27

Maintain the illusion. Everyone believes the rich heir is real despite contradictions in the plan such
5:41:33
as the heir's supposed desire to lose to prove themselves to their father. These inconsistencies make players distrust to
5:41:39
Akyama's plan and lean toward Yokoya's three-way pact. Akiama also faints
5:41:44
weakness knowing the room is bugged. He acts surprised that Yokoya is teaming with the other two kingdoms and claims
5:41:50
the alliance is too powerful. He also mentions Yokoya promised his team would lose to achieve this pact. This diverts
5:41:55
the corporation's attention, making them perceive Akiyama as struggling and reducing the likelihood of intervention, protecting his stalemate plan. He
5:42:03
designs a non-stop attack trap. Akyama directs his team to relentlessly attack one kingdom, Wu or Shu, making the other
5:42:09
team overconfident and lowering their defenses. This strategy exploits rivalries within Yokoya's alliance and distracts Yokoya
5:42:16
from Akiyama's true plan, sets a spy trap. After being eliminated, Akiama
5:42:21
sa's distrust within Wu and Shu by suggesting a spy might be bribed by the rich heir to sabotage their teams. He
5:42:27
provides action tables to guide their decisions, ensuring predictability and control over the game's progression.
5:42:34
Creates the anti- spy trap. He designs a system where the general changes each round, preventing the spy from knowing
5:42:40
the next move. By following Akiama's logical action list, Wu and Shu minimize LP losses. The
5:42:47
general causing an LP deviation must pay all allies debts, ensuring accountability and maintaining the game
5:42:52
stability. Although you can consider these traps individually, the truth is they were
5:42:58
conceived from the very moment Akyama decided to make the game a stalemate, which was in fact before the game started. So although they are different
5:43:05

tactics, they all contribute to the stalemate trap, which in the end succeeded thanks to Akiama's brilliant planning.
5:43:11
For logical tier, Akyama takes it because his stalemate trap operates at the strategic thinker level, layered
5:43:18
lies, deep emotional exploitation, multi-party manipulation, and outcome control regardless of surface results.
5:43:25
Baku's trap, while highly pre-planned, it's brilliant in coordination and timing, but follows a rigid path and
5:43:32
doesn't reshape the game logic or trap Lo in paradoxical dilemmas. For complexity tier, Akiama takes it because
5:43:38
his approach reflects mastermind control. He manipulates both allies and enemies, controls dealers through bugs,
5:43:44
creates a fake figurehead to redirect attention, and sustains full game balance even post elimination. For
5:43:49
resources management, Akyama takes it because he pulls off an intricate illusion without any power or allies,
5:43:54
relying solely on psychology, deception, and rulebending for complexity of the situation. It goes to Akyama due to
5:44:00
being in a rule restricted scenario. For adversity force, Akiyama takes it. He was dealing with Yakoya who's smarter
5:44:07
than Lo. For situation hostility, both Baku and Aki are working with the mental pressure that by their trap failing, it
5:44:14
can result in their finale. However, in Baka's case, even if Lo didn't take the bait, he had some extra days to
5:44:20
strategize a way of winning the war. While Akyama's trap was so intricate because by it failing, it would mean the
5:44:26
end for now, him and the other players. So, Akiama takes it because of his ridiculous mental pressure. Feel free to
5:44:32
pause your screen to read the results of feat consistency for countering.
5:44:38

Akyama takes it. His stalemate plan had so many layers and tactics that countering all of them seems impossible.
5:44:44
He controlled the whole game in his favor. While Beiku was just guiding Lo, Baku's plan could have failed by simply
5:44:51
Lo deciding to not attack Tipa. So Akiama takes trap setting with a very high difficulty against Baku.
5:45:00
In a different kind of game, Baku faced a pivotal moment where he had to set the duration of a ban, a critical
5:45:05
restriction tied to when the final match would begin. At first glance, setting a deadline might seem procedural, but
5:45:11
Baku, ever calculating, saw it as an opportunity to exploit time itself. Baku knew that Howal loses his memory once a
5:45:18
month with the last known instance on December 1st. He also knew that on January 1st, a leap second would be
5:45:25
added, an anomaly in timekeeping that only occurs on specific days. Based on these facts, Baku predicted Hal's next
5:45:30
memory loss would also occur on January 1st and that the leapse second would create a fragile temporal loophole.
5:45:37
Baku chose December 31st as the ban's end date. This meant STL would begin right after the ban lifted, placing the
5:45:44
match at the exact time where Hal would lose his memory, rendering him vulnerable.
5:45:49
The leapse second would throw off perceptions of time and action synchronization. This ingenious manipulation of temporal
5:45:55
mechanics and opponent psychology allowed Baku to pull off a critical trap, ultimately securing victory in STL
5:46:02
and defeating Hal. Akiyama's situation in the Liar Game
5:46:08
escalated dramatically during the later rounds due to both external revelations and internal game constraints.
5:46:14

Initially driven by the goal of helping all participants escape debt, Akiyama's motivations shifted when he learned
5:46:20
through Ko and later Yakoya about the dark truth behind the liar game. Losers weren't just saddled with insurmountable
5:46:26
debt. They were to be sold on the black market, subjected to inhumane experiments or weaponization, often
5:46:32
resulting in death or permanent disability. These claims supported by Yokoya's insider knowledge and his book
5:46:39
shared with now painted a grim reality. The game was not just a financial trap,
5:46:44
but a human auction in disguise. By the time the records of the Four Kingdoms game began, the situation
5:46:50
became critical. With only one team able to win, 12 players were guaranteed to lose, making
5:46:57
them targets of this black market trade. And with none of them even repaying 1% of their debts, Akyama recognized that
5:47:03
freedom was not an option unless something drastic changed. After analyzing the rules and payout
5:47:09
structure, Akayyama quickly saw that conventional strategies could never save everyone. This game gave no money to the
5:47:15
losers, only to the single- winning team. Logically, the safest move would be for Akyama to secure his own victory
5:47:21
and escape. However, displaying immense self-control and ethical resolve, Akyama rejected self-preservation. Instead, he
5:47:27
took a 1% chance gamble, forced the game into a one life point versus one life point stalemate in the final round. If
5:47:34
he could break the game's logic, make winning or losing irrelevant through a stalemate, the organizers would have no
5:47:40
option but to cancel the tournament. Akiyama made the bold decision to create a deliberate stalemate, even if it
5:47:46

required him to lose on purpose. He carefully distributed actions and life points in earlier rounds such that even
5:47:52
if the organizers tried to interfere, like giving the remaining two teams more LPS, the stalemate would persist due to
5:47:58
the irreversible game state Akiyama had constructed. The trap was designed to outlast intervention, rooted in game
5:48:03
logic rather than numbers. In the end, the plan succeeded. The liar game was cancelled and everyone was saved, not
5:48:10
just from debt, but from being trafficked or exploited. Akyama didn't just beat the game's mechanics. He beat
5:48:15
the entire system by making it impossible to continue. For logical tier, Akiyama takes it
5:48:22
because by reframing the entire game structure into a paradoxical stalemate,
5:48:27
manipulating system logic to force cancellation. Baku is also strategic but operates
5:48:32
within mechanics rather than breaking the system itself. For complexity tier,
5:48:37
Akyama takes it because he engineers a hyper layered trap that remains intact even under interference extra LPS
5:48:43
predicting organizer behavior and long-term implications. Baku's plan is smart but rests on two
5:48:48
external triggers, leap second and memory loss, making it simpler. For resources management, Akayama takes it
5:48:55
because he had zero material leverage, no reward, no power, and still created a logic-based win that saved everyone.
5:49:01
Baku had decent info and no existential constraint, so less disadvantage. For complexity of the situation, Akyama
5:49:07
takes it. He was playing records of the four kingdoms. For adversity force, Baku takes it since his decision-making was
5:49:13
done against HAL. For situation hostility, Akiama takes it due to massive psychological pressure, real
5:49:18
human lives at stake. Feel free to pause your screen to read the results of feat consistency.

5:49:24
Finally, countering. Debatable who takes it. Both's decision-m secured their
5:49:29
success. The only way to possible counter their feats is by awareness of the reason behind their decisions. So, I
5:49:35
don't think there's a feat that is easier to counter than the other. So, let's make it a tie.
5:49:41
So, I think Akiyama takes decision-making with extreme difficulty against Baku.
5:49:46
Finally, based on the foresight subcategories results, Akyama Shinichi takes foresight with very high
5:49:52
difficulty against Madarame Baku. And now the verdict. After dissecting their
Conclusion
5:49:57
most brilliant moments, weighing the depth of their tactics and pushing each category to its limits, the outcome is
5:50:03
clear. Madame Baku excels in adversity capacity, elite planning, and
5:50:08
exceptional emotional intelligence. But Akyama Shinichi
5:50:15
[Music]
5:50:27
He dominates across the board with razor sharp deception, unmatched foresight,
5:50:32
frighteningly high functional IQ, master level manipulation, insane reasoning,
5:50:37
thinking abilities, and peerless strategical power. He doesn't just compete, he conquers.
5:50:44
After revising every category, Akyama outsmarts Baku with very high difficulty. This isn't a blowout, but
5:50:50
it's a clear win. And perhaps most importantly, this settles what many have overlooked for far too long. Akiama
5:50:57
Shinichi has been massively downplayed. The mastermind of Liar Game never fell. We simply stopped looking up. Crown in
5:51:04
hand, seat reclaimed. The lie eater was great. He has devoured countless liars and stayed on top. But the liar king
5:51:11

returned. And this time, the lieater couldn't devour his lies because these lies weren't meant to be exposed. They
5:51:18
were crafted to control. The game has changed and the king has taken back his throne.
5:51:25
Thank you for watching this video. [Music]