Housepet Destruction

Yumeko had planned to gamble with the president the moment she had heard of Kirari. Now, having over a thousand votes in the election, she was in the prime position to do so. However, when she asks Kirari to gamble with her, Kirari refuses, explaining that she wants to gamble with Ririka before the election ends, but promises Yumeko that she will gamble with her afterwards as the final election battle. Immediately, Yumeko is distressed, insisting that they have to do it now, but she is thrown out of the room. The reason Yumeko displayed this distress was because, in the instant that Kirari declined, Yumeko foresaw a chain of events that would unfold as a result. She predicted that:

- After hearing Kirari's promise to gamble with Yumeko later, Sayaka would develop an intense fear of Yumeko disrupting Kirari's victory
- Sayaka would formulate a plan to raise 500 votes to donate to Kirari, and she would succeed in this no matter what it takes, even if she doesn't personally have the funds
- Kirari would win against Ririka and Mary
- Kirari would believe that Sayaka would be unable to raise enough votes
- Because of this, Kirari would accept Sayaka's donation, and accidentally win the election before getting to gamble with Yumeko

Yumeko later clarified that at this very moment, she was also simultaneously contemplating why Kirari would not prioritise the most exciting gamble of all. Yumeko quickly concluded that the reason was because Kirari had attachments to things other than gambling, such as Ririka, which prevented her from gambling freely without inhibition. Thus, mere moments after being rejected by Kirari, Yumeko formulated a scheme that would force Kirari to gamble with her, while also preventing an event like this ever happening again by shattering Kirari's two biggest attachments - Kirari's personal 'aquarium' (Hyakkaou Academy) and Sayaka Igarashi - her secretary and 'friend'. This scheme involves even more extensive and multifaceted foresight, as for it to work she needs to predict the actions of Terano, Sayaka, Manyuda, Kirari and the student body as a whole over the two days, without even interacting with most of them.

Yumeko's scheme first entailed declaring that she has quit gambling for good, and refusing anyone that seeks to gamble with her, regardless of their offer. Because of her addiction (which is so intense that the withdrawal symptoms include fever, fatigue and dizziness), this requires incredible self restraint.

Yumeko knew that because she held the most votes in the entire election, and she was known as a compulsive gambler to everyone, countless students would ask have an all out gamble with her in an attempt to make a comeback at the last hurdle. By informing everyone that asked to gamble with her that she had given up, she was able to exploit the situation to propagate the idea that she was a) never going to gamble again and b) about to become president by maintaining the highest vote count. Neither of these are Yumeko's true intentions, but through her jarring defiance of everyone's expectations, she was able to manipulate the entire student body into spreading her lies via word of mouth. She had three main targets that she wanted her lies to manipulate.

Firstly, she manipulated Terano and perfectly predicted the actions she and her allies would take in response to the newfound information. Since Yumeko established herself as having quit gambling, this allowed Terano see an opening to win the election. Terano believed that she could exploit the deadlock by gathering 500 votes, which is the amount of votes that Kirari and Yumeko would need to automatically win the election. This gives Terano power in the election, especially since seemingly the only way for Kirari to win is to obtain the 500 votes from her, since Yumeko claimed she was no longer going to gamble. This means Terano can force Kirari to gamble with her, and potentially take the president position if she wins. Terano planned on buying votes from the student body by getting Rin to utilise scumcoins as a "currency" that people could exchange for votes. Sayaka, another one of Yumeko's targets, was also trying to purchase 500 votes to donate to Kirari, but after seeing the high scumcoin value, she's forced to find extra funding.

Yumeko predicts that Sayaka will go to the treasurer's office in order to find funds, and also predicts that Manyuda will want to meet up with Sayaka and will go to the same office in anticipation for her arrival. Manyuda is manipulated into this by Yumeko, since he received the information about Yumeko quitting firsthand, and he quickly realised that it meant Yumeko may soon become student council president. This terrified Manyuda, as he valued order and stability, yet Yumeko as president would turn everything into chaos. Therefore, he starts desperately worrying about how he can prevent her rise to power, and seeks out Sayaka. Once Sayaka arrives in the treasurer's office,

Manyuda explains that Yumeko is quitting, his worries about Yumeko becoming president, and his plans to prevent this. Since Manyuda and Sayaka's intense feelings about this situation align so closely, Yumeko is able to manipulate them both by taking advantage of a concept called group polarisation, which is when people's feelings about something become more extreme after discussing with people with similar views. This is especially important with Sayaka, as this is required to induce tunnel vision in her next actions.

After Manyuda helped her acquire funding, Sayaka announced to all of the people selling votes to Terano that she was now buying them at a higher price. In response, Rin raised the value of scumcoins higher, in order to keep the students selling. This back and forth continued, ramping up the value of votes higher and higher, until Sayaka announced that she would purchase at a rate of 1 vote for 100 million yen. Unable to top that, Terano and her allies backed out, and Sayaka purchased hundreds of votes from the eager crowds. However, it turns out that over the course of the day, Yumeko had distributed her 1000 votes amongst all of the housepets, directing them to sell their votes to Sayaka. This is where the induced tunnel vision is important, as Sayaka is so focused on manically buying as many votes as possible that she doesn't pay attention to the large influx of housepets selling votes, nor does she consider the consequences of giving housepets that much money. Once Sayaka successfully gathers enough votes, she rushes to Kirari, and proposes that they play rock paper scissors. If Kirari wins, she gets all of Sayaka's votes, if Sayaka wins, nothing happens. As Yumeko predicted, Kirari accepts this, not realising just how many votes Sayaka has gathered, and therefore Kirari wins the election instantly. Soon after this, every housepet in the school arrives at Kirari's office to pay the "special student council payment", which is a 1 million yen payment that immediately releases you from housepet status. Since the student body, including every single housepet, now had at least 100 million yen each, it would now be virtually impossible for anyone to become a housepet for long. Not only that, but the entire concept of a housepet had shattered, since being a housepet was defined by their lack of rights, and subsequently the abuse and bullying they received from others. But since there is now such a high chance that anyone who becomes a housepet will just immediately buy their way out, no one wants to bully housepets because there's a big risk that they'll quickly be able to make the special student council payment and get revenge on their tormentors. Thus, since there is no significance to being a housepet anymore, the entire housepet system will collapse, and since the academy's funding relied on payments made to avoid becoming a housepet, the economy of the Hyakkaou is doomed. This is

especially true since Sayaka spent all of the school's savings on buying the votes.

Through this, Yumeko made Kirari lose everything she worked so hard for, as not only did she destroy Hyakkaou, but she also broke Sayaka mentally by manipulating her into playing a key role in its destruction, quite literally turning her into an empty husk. Thus, Kirari was put into the prime position to gamble without inhibition, as gambling was all she had left.

