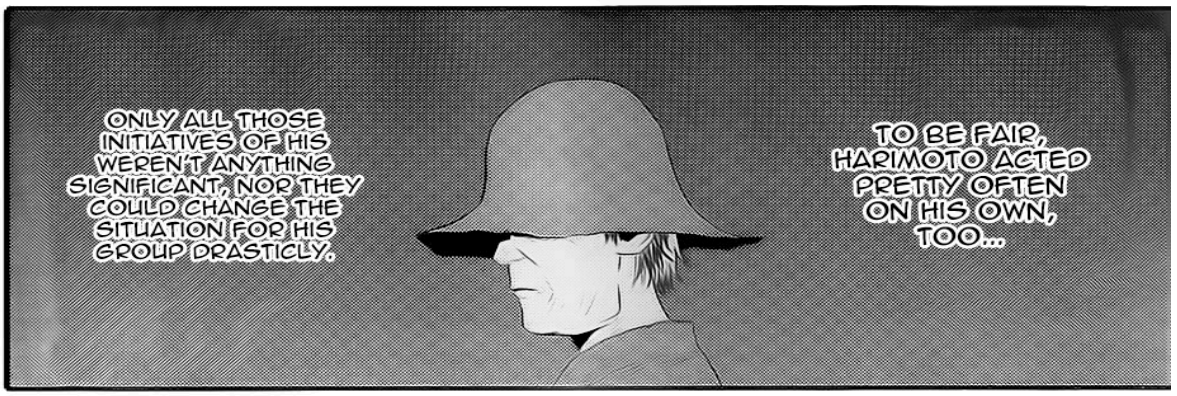
Link to Vietnamese doc (MTL):
https://docs.google.com/document/d/1uDIKfBp6ve-NqcbcIk8eR_IvrIDPyNPSlMUPXSzrjXY/edit?usp=sharing

- Clarifications:

- As seen here, Harimoto was under Kimura's influence the whole time, which means any strategies/plans coming from the Cult team that had a relatively significant impact on the game's situation will be scaled to Kimura.

- This doc will mainly scale Kimura's feats, though in case they are intertwined with others, I'll try to explain them in a comprehensible manner.


TAKE, FOR ONE, THE FACT THAT EVERY TIME I TALKED TO HIM, KIMURA ALWAYS WAS RIGHT NEXT TO HIM, STICKING TO HIS SIDE LIKE GLUE OR SOMETHING.


ONLY ALL THOSE INITIATIVES OF HIS WEREN'T ANYTHING SIGNIFICANT, NOR THEY COULD CHANGE THE SITUATION FOR HIS GROUP DRASTICLY.
TO BE FAIR, HARIMOTO ACTED PRETTY OFTEN ON HIS OWN, TOO...


I SEE.
TO PARAPHRASE, IF YOU SEE THOSE TWO TOGETHER, IT MEANS SOMETHING BIG AND NASTY IS BREWING UP FOR SURE.


FOR THAT PRECISE REASON – TO PROVE MY GUESS, THAT IS – I CONDUCTED A LITTLE EXPERIMENT EARLIER IN TODAY'S GAME.
WELL ...
BUT STILL, IT'S NOTHING MORE THAN YOUR UNPROVEN GUESS, AS FAR AS I GET...

I) Musical Chairs

Rules: https://liarsgame.fandom.com/wiki/Round_IV

0) The Mock Game



The minor tactic (using the Gayas to block other players' trajectory and/or to directly hand you the chairs) used in this mock game doesn't seem to have enough evidence to scale to Kimura, so I will just leave it at that.

=> Result: Akiyama, Yokoya and Kimura each received a letter that contains information about the specific locations of 3 chairs, albeit they were not allowed to open it before the Main game starts.

Harimoto, however, used a clever trick to know the letter's contents beforehand, upon which he would design a tactic to fool Aki at the start of the Main game.

Round 1)

a) Strategy Time

Harimoto wrote a bunch of fake locations of the chairs on a piece of paper and put it into the letter's envelope, then gave the whole thing to Kimura, who then came to ''negotiate'' with Aki, saying that she wanted to trade the letters' information in case they are distinguished. Aki agreed with the deal on the condition that Kimura'd have to handle her letter first, to

which Kimura agreed and got tricked by Aki, who then ran away thinking he had fooled Kimura. No sooner did Aki open the envelope then he realized that the paper's material, the letter's font and size all simply didn't match with what he received from the LGT, which means Aki was actually the one who got fooled and had wasted several minutes running around meaninglessly.

Harimoto, having known the exact locations before this round started, had had 3 members of his team go find the chairs while giving Kimura the fake letter in order to mislead Aki. And even though Aki had quickly recovered from this small trick, it had taken him precious moments in the start of the game to **Reinforce the number of chairs for the team**. Nevertheless, Aki easily deduced the location of 1 of the 3 chairs Harimoto's members had hidden, and stole it.

b) Fatal Time and Leader Selection

Nao, having given her chair to **Four-eye** (previously had his chair taken by a member from Yoko's team) out of sympathy, was in a dire situation for not being able to find any chair. Fukunaga then gave Nao a chair she had found, and asked for 2 of Nao's **medals** in return, having realized the tactical usage of these. Nao survived Round 1.

The results of Round 1:

- Players remaining: 14 (-4 in this round. Including Four-eye)
- Gaya: 10 (+4)

Mikamoto (Office Lady) from The Cult team had been voted to be the leader, and she eliminated Chair #7.



As Aki later explained, the nature of Musical Chair Game is a **Battle of Conquest between Nations**. An individual most likely won't be able to survive for long in this game due to the mechanism that ''A person cannot sit on the same Chair in 2 consecutive Rounds'', so forming an **Alliance** is pretty much obligatory in order to switch Chairs between the members. Furthermore, the Leader Selection period is actually the most crucial part of this game, since it is a mechanism that allow one to dictate the game in the direction they want (Eliminating opponents' Chairs, Securing their owns…). In conclusion, forming an alliance

between players is a must in order to gather as much manpower as possible, only then will you be able to fix all your votes on a member in the group and hopefully be able to wield this extremely powerful tool.

The Cult Team (whose main strategist is Kimura) have thoroughly grasped this principle, which is evident by their elimination of the #7 Chair, since it was the Chair that had been stolen by Aki in Round 1.
=> Thinking, Analysis, Tactics.

Round 2)

a) Strategy Time

In the Observation Room, we saw Leronira's elaboration of the concept. Below are the main points:

- Musical Chairs uses "territory," "population," and "influence" to represent key components of a nation. These are symbolized by chairs (territory), players and Gayas (population), and medals (influence).

+ **Territory (Chairs)**: Chairs represent the land or domain of a nation. As players acquire chairs, they expand their territory, akin to a nation growing in power. However, a large surplus of chairs also makes a nation vulnerable to theft by rivals, showing the balance needed in territorial expansion.

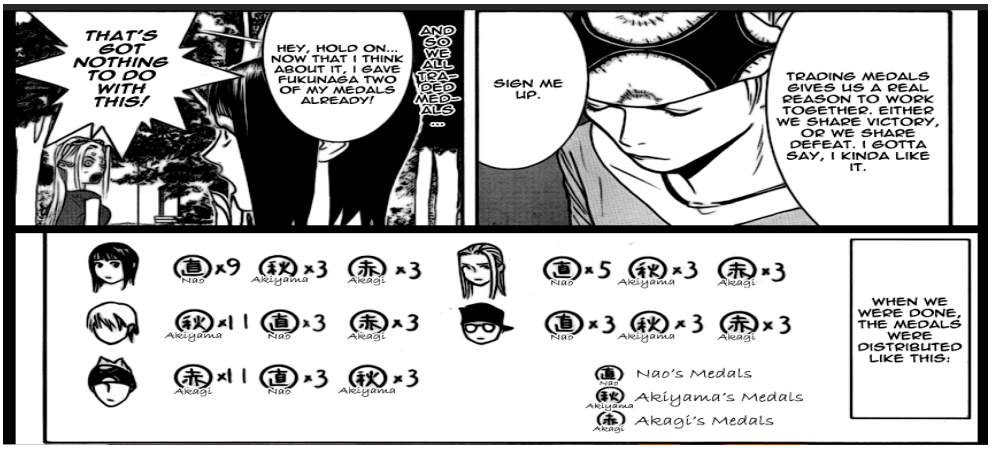
+ **Population (Players)**: Population is crucial for national strength and self-defense. A larger population increases security, as it brings allies who diminish the number of potential rivals. This highlights the value of alliances and unity within the "nation."

+ **Influence (medals)**: Medals symbolize influence and loyalty, essential for maintaining control over both players and Gayas (since each of the Winner's medal can be converted to 100 million Yen after the game). Properly managing these medals is crucial to prevent internal discord and maintain the stability of the nation.

Leronira also noted that expanding too rapidly or acquiring too many resources without appropriate management can lead to counter-productive results such as betrayal or even internal collapse, evident by historical instances where empires grew unsustainably. **All of that is the pretext**, and is precisely why this game will be decided by the way the Leader of each Alliance uses their resources (both Human/Players/Gayas and Materials/medals).
=> Strategic Thinking, Analysis

An Alliance was formed between 3 players Akiyama, Nao, Akagi, and 2 Gayas Fukunaga and Four-eye, we shall call this **Aki's Alliance**. Aki then proposed that each of the 3 players should give 3 Medals of their own to the other 4, this would essentially create a fundamental bond between them, engaging each member to collectively contribute to the group's overall victory (because with this method of distribution, each member would only win much less

than the original number even if they would be the ultimate winner, while a significant amount of money can still be obtained by the victory of any member. And as explained above, it is blatant that forming a team would grant a player much higher chances of gaining profits ultimately compared to being alone, which is basically impossible to win this game). And sharing their Chairs' number to others would also significantly strengthen this bond.



Seeing how Mikamoto got 5 votes in the Selection of Round 1, the Cult Team (originally have 4 members) must have already formed an alliance with another player using a similar principle. This was later revealed to be the case, and Kimura even calculated to exploit Sakai's medals as a tool for negotiating with the Gayas later on, and would kick him out of the group after having made full use of him.



=> Strategy, Negotiation, Deception, Leadership

Aki then used negotiation/blackmail tactics and successfully persuaded Baldy to join his Alliance, making the number of members in Aki's Alliance 6.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary of the results:

- Players remaining: 14 (-0)
- Gaya: 10 (+0)

Nao got 6 votes and became the Leader, eliminating Chair #14 as she saw Forelock (a member of Yoko's team) sitting on it in Round 1.

Round 3)

a) Strategy Time

Akiyama urged his Alliance to execute these missions for this round:

- Find the remaining Chairs.
- Find Yokoya's team and Harimoto's team Chair numbers.
- Secure their own Chairs.
- Prevent others from learning their Chairs numbers.

Yokoya, knowing his team would be the first to doom if the game continued in this trajectory, proposed a **Partial Alliance** with Harimoto, reasoned that if both combined their team's votes, Aki's Alliance would be outnumbered easily. Yokoya would also gave 3 Chair numbers each round, and Harimoto would be free to eliminate any of these 3 after his team's member become the Leader, which is a clever tactic so as to not reveal his team's Chair numbers directly while also be able to learn Harimoto's Alliance Chair numbers gradually based on the numbers that Harimoto avoided to call out multiple times.
The 3 number Yoko gave for this round was: 5 (Aki's Alliance Chair), 16 and 9 (Harimoto's Alliance Chair).

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 14 (-0)
- Gaya: 10 (+0)

Kimura got 8 votes (collective votes from Yoko-Harimoto Partial Alliance) and became the Leader, eliminating Chair #16. Luckily enough, Aki's Alliance didn't lose their Chair.



Round 4)

a) Strategy Time

Akiyama and Fukunaga immediately realized how bad their situation was when Yokoya and Harimoto had collaborated. Finding more Chairs would be useless if they win the Selection phase, since the Chairs would still be all eliminated eventually. Nao then proposed that they seek for support from the Gayas, by giving them each 1 medal of a member in their Alliance. Fukunaga and Baldy was disinclined to give away the medals they have, to which Aki said they are free to find their solutions, but if they still can't come up with any when the next round starts then the two would have to chip in as well.

Aki told other members to give the Gayas Baldy's medals specifically for this would imply that their Alliance was intended to help Baldy win. Aki's Alliance successfully recruited 4 Gayas through this method.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 14 (-0)
- Gaya: 10 (+0)

Nao got 10 votes and became the Leader, eliminating the #14 Chair since that was the one Forelock (Yoko's Alliance) stole from Four-Eyes when the game starts. Another direct hit at Yoko's Alliance.

Round 5)

a) Strategy Time

Due to Akiyama/Nao's previous actions, Yokoya was driven into a corner with only 3 Chairs left for 3 members (Yoko, Forelock and Fatso), and he absolutely cannot let the number drop to 2. Therefore, he executed the same strategy that is to recruit Gayas by giving them Fatso's medals to have their votes. And Yokoya also successfully recruited some Gayas this way.

The numbers Yokoya gave Harimoto this round was: 5, 18, 19.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 14 (-0)
- Gaya: 10 (+0)



Kimura received an overwhelming 12 votes and became the Leader, eliminating Chair #5. This belonged to Aki's Alliance.

By this point, we should also had a glimpse at each Alliance's information.

Round 6)

a)Strategy Time

Forelock and Fatso successfully dragged several more Gayas (initially supported Aki's Alliance) to vote for Kimura. The numbers Yokoya gave Harimoto this round was: 1, 18, 19.

Aki's Alliance was in great trouble again, they were also driven to the corner with only 5 Chairs left for 5 members. Not only that, there was a betrayal among the Gayas they have recruited as Nao only received 9 votes when she should have received 10, most likely due to Yokoya's action as well. They also found out that recruiting more Gayas is impossible since the only ones that have yet to vote for an Alliance are 2 players (with no team).

Akiyama wondered how Yokoya formed an alliance with Harimoto, given his dominating nature Aki was highly skeptical of the idea that Yokoya'd actually succumbed to Harimoto just to defeat him. Nao then informed that she has heard from Giant (one of the Gayas she recruited) that he had seen Yokoya and Harimoto talking about something from afar, as well as a paper given by Yokoya that had 3 numbers on it, but he couldn't make out what numbers were those. With this crucial information, **Akiyama quickly abducted the way the ''Alliance'' between those 2 was formed and devised a plan to counter them**.

Akiyama's strategy was to boycott the Selection phase. By not returning to the Pole base when the signal rang (only touched the Pole and sat on their Chairs), Aki's Alliance would be ripped off the rights to vote, but this would grant them about 20 minutes in total to search for more Chairs. Knowing that they cannot win the Selection phase anyway, this seemed to be a logical move to gain more time.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 14 (-0)
- Gaya: 10 (+0)

Kimura received an overwhelming 15 votes and became the Leader, eliminating Chair #18. This was Pomade's (one of the Neutral/Solo players remaining).

Everyone also saw Aki's Alliance started boycotting here.

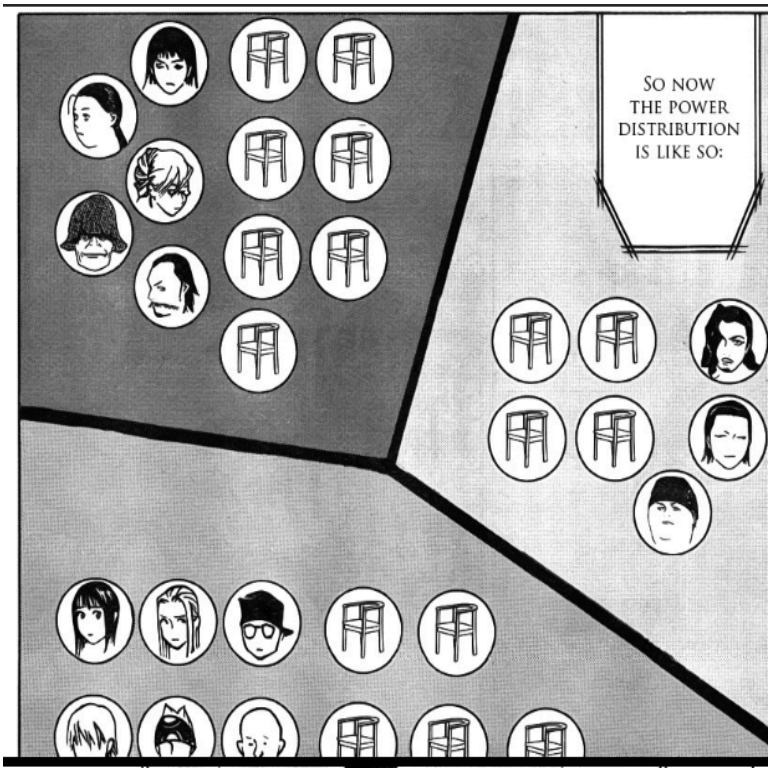
Round 7

a) Strategy Time

Yokoya'd already suspected Akiyama's true intentions for boycotting went beyond simply searching for time, due to how unlikely Aki's Alliance would be able to find a new Chair before their current Chairs got nullified. He proceeded to make preparations for what might

be coming soon. Yokoya persuasively fooled Pomade into telling his other Chair's position, then had his members stole the poor guy's last Chair.

During the previous Selection phase, Akagi happened to find a Chair hidden in the bush. And the unfortunate owner of that Chair was Young Jump, the other Neutral player left.



Here, we have an overview of Chairs distribution among the 3 Alliances at the moment. From this point onwards, all the lonewolves had been weeded out, and the battle between the 3 main forces of this Game started.

The numbers Yokoya gave Harimoto this round was: 1 (Aki's), 24, 25 (Harimoto's).

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 12 (-2)
- Gaya: 12 (+2)

Aki's Alliance boycotted this Selection as well. Kimura again received an overwhelming 15 votes and became the Leader, eliminating Chair #24. Aki's Alliance once again luckily survived another round.

Round 8

a) Strategy Time

The numbers Yokoya gave Harimoto this round was: 1 (Aki's), 11 (Aki's), 25 (Harimoto's). With this, Aki's Alliance was guaranteed to lose a Chair in this round.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

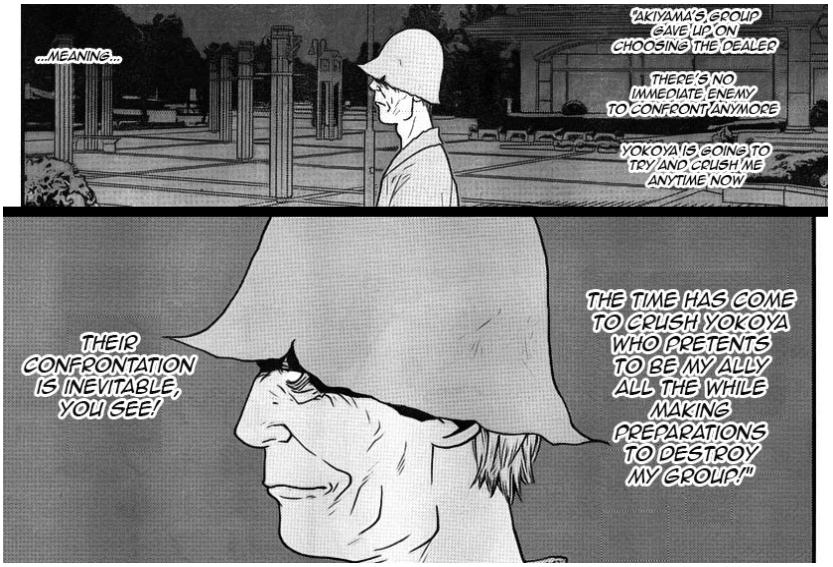
- Players remaining: 12 (-0)
- Gaya: 12 (+0)

Aki's Alliance boycotted this Selection as well. Kimura again received an overwhelming 15 votes and became the Leader. This time, however, Kimura unexpectedly eliminated Chair #2 - a Chair of Yoko's Alliance.

The mystery unfolded when the **real motive of Aki's Alliance boycotting was revealed**. Just as some had suspected, Akiyama's move of quitting the Selection wasn't just for buying time to search for Chairs. It was a highly tactical move executed based on Akiyama's reasoning regarding the exact way Yokoya could cooperate with Harimoto without revealing his Chairs' numbers. Akiyama could see through Yokoya's schemings through this Partial Alliance, that was to gradually deduce Harimoto's Chairs' numbers simultaneously in the process of giving 3 numbers, where he then explained the mechanics in detail to other members.



Moreover, Akiyama understood that while Harimoto would be able to understand that as well, he didn't really have any other alternatives but to accept Yokoya's proposal in order to get rid of the greater threat which is Aki's Alliance. And with the boycotting of Aki's Alliance from the votings, the immediate need for cooperation simply vanished, all because the foundation of this Partial Alliance relied on the existence of a strong enemy which required the 2 to collaborate. Akiyama anticipated that with this tactic, the other 2 would start to prepare for the war that would eventually happen between them.



This was evident on Yokoya's part, where he'd prepared to gather more Chairs immediately after Aki's Alliance began boycotting.

Harimoto, or rather Kimura, understands this vision as well. Adding the fact that Yokoya by now could already seize some of the Cult team Chairs' numbers through that sly method of his + The fact that Yoko's Alliance is the one having more actual support from the Gayas (Yoko's members were the ones who used their medals to recruit them), she would have to strike first in order to avoid falling into the passive side. And while Yokoya could deduce Harimoto's Alliance Chair numbers, the same thing can also be achieved by Harimoto by deducing the numbers that haven't been on the paper Yokoya gave him each round. The two ''peaceful'' rounds of 6 and 7 are likely the standby phases that helped Kimura to determine Yoko's Alliance Chair numbers, and eliminated one of them in this Round 8.
=> Foresight, Reasoning, Tactics.

The Partial Alliance between Yokoya and Harimoto officially broke. The upcoming rounds would experience the battle between the 2 Alliances.

Round 9

a) Strategy Time

The elimination of Chair #2 in fact did not mark the end of the Partial Alliance between Yokoya's and Harimoto's team, as everyone initially thought. This is due to the fact that there was still a slim possibility that the 3 numbers Yokoya gave Harimoto Round 8 were all belonged to the latter's Alliance Chairs, both understood this probability from the start. And that was what Harimoto (Kimura) told Yokoya when they met up in this round, knowing that Yokoya could well understand this was totally probable albeit quite low in terms of probability. We all know that among the 3 numbers given to Harimoto the previous round, only Chair #25 belongs to his team, which means what he said above was **a lie**.

From Yokoya's perspective, the chances that the 3 numbers he gave Harimoto in Round 8 were all his Chairs are actually not that low. This is due to him having intentionally put the numbers that he'd suspect to be Harimoto's Chairs in R8, which was possible thanks to the deduction process explained above that had run for several rounds. And if what Harimoto claimed was true, then he was simply quite lucky as well for having been able to identify 3 of Harimoto's Chairs. Yokoya, of course, with his meticulous nature considered both possibilities (Harimoto lied and did not) and decided to continue the Partial Alliance with Harimoto, while becoming more aware of the other's actions from now on.



This whole sly scheme was crafted by Kimura. With only 2 moves (Eliminating 1 Yokoya's Chair + Lying that it was begrudging) she had:

+ Exploited Aki's Alliance action of boycotting the vote.
+ Reduced Yoko's Alliance's ''territory'' (Chairs), who would become a direct enemy soon enough.
+ Ensuring a logical excuse to deceive Yokoya, knowing that an intelligent person such as him wouldn't jump into the rush conclusion that he was betrayed. Thoroughly exploit his initial intentions of exploiting the Cult through this 3 Numbers method.
+ If Yokoya had believed the 3 numbers in Round 8 was Harimoto's, he would also have been misled.
+ Even if Yokoya was smart enough to consider both possibilities and continue to cooperate with the Cult team, they would still benefit from this Partial Alliance (dominating the voting) and mutually exploit Yoko's Alliance as before.
+ In case Yokoya decided to end the Partial Alliance, the Cult team would simply be at an advantage compared to Yokoya due to having taken the initiative.

=> Adaptability, Planning, Strategy, Tactics, Manipulation, Deception, Mind Read, Thinking, Foresight.

The numbers Yokoya gave Harimoto this round was: 1 (Aki's), 11 (Aki's), 15 (Yoko's).

b) Fatal Time and Leader Selection

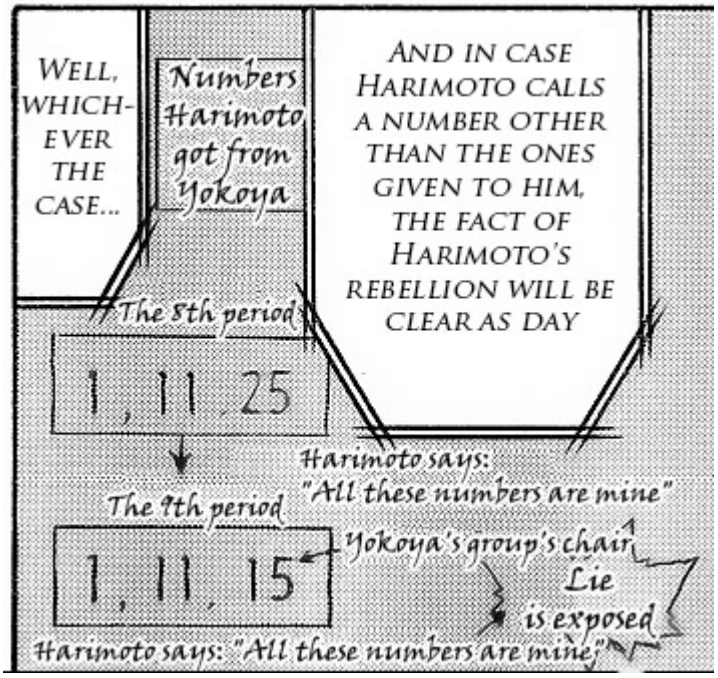
None was eliminated this round. Summary:

- Players remaining: 12 (-0)
- Gaya: 12 (+0)

Yokoya was no fool, he'd already suspected that Harimoto likely lied in his face, so he employed a tactic in order to figure that out. Yokoya intentionally put one of his Chairs onto the paper to test Harimoto:

+ If Harimoto hadn't betrayed him: The old man would eliminate Chair #15 this Round, because then the claim that all 3 numbers Yokoya gave in Round 8 were his would be truthful. In this scenario, Yokoya would lose a Chair but would be able to clarify whether Harimoto was being honest, and furthermore confirm 3 of Harimoto's Chairs immediately (1, 11, 25) - an essential information advantage.

+ If Harimoto had betrayed him: The old man would eliminate another Chair apart from the 3 numbers Yokoya gave (hoping to eliminate another Chair from Yoko's Alliance), upon which Yokoya would be able to conclude decisively that Harimoto had turned back on him, since there would be no longer any excuse for Harimoto then (Chair #15 was Yokoya's so he could expose the same lie easily). In this scenario, Yokoya most likely wouldn't lose any Chair as Harimoto wouldn't have thought that one of the numbers Yokoya gave him belongs to Yokoya himself, and the one who would suffer the lost would likely be Aki's Alliance with 6 of the 9 Chairs out there being theirs.



And indeed, Harimoto's betrayal was exposed when Kimura became the Leader and eliminated Chair #3 (Aki's). Yokoya, however, kept silent about this and pretended that he believed Harimoto's excuse until the next Selection phase.

Round 10

a) Strategy Time

Yokoya met up with Harimoto and gave him 3 numbers as usual. However, what those numbers were isn't important since Yokoya **knew** his team would overtake the Leader's position from the Cult team. This was all thanks to Yoko's Alliance being the ones who directly negotiated with the Gayas the whole time, not a single medal from Harimoto's team was given to them, so it was quite easy for him to persuade the Gayas to vote for Fatso instead of Kimura this round. Yokoya pretended to shoulder the burden of having to pay the expenses out of obligation while in fact they were long-term preparations for betraying against Harimoto when the time comes.

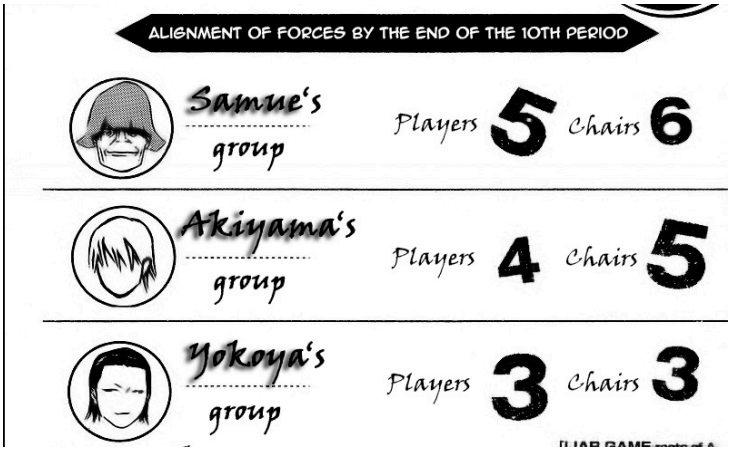
b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 12 (-0)
- Gaya: 12 (+0)



Fatso became the Leader much to others' surprise, eliminating Chair #19, which was precisely Harimoto's as Yokoya'd deduced throughout the course of multiple rounds. Below is the summary of Alliances' Chairs and number of people by the end of Round 10:



Round 11

a) Strategy Time

With the Partial Alliance between Yokoya and Harimoto officially broken, Harimoto (Kimura) quickly proceeded to the next phase. Kimura knew the core issue laid in the hands of those Gayas, so she had the team dispatched immediately after this round began, searching for Gayas who would be willing to vote for them in exchange for some medals, which didn't take much effort thanks to the excessive resource the team had (5 actual players and had spent minimal amount of their medals).
=> Negotiation

Yokoya, anticipating that the Cult team would take this move, urged Fatso and Forelock to persuade the Gayas and even give them some more medals if needed to change their minds. Yokoya foresaw the gravity of the situation their team was facing: Yoko's Alliance only had 3 Chairs for 3 players left => If they were to lose just another Chair, a member would be bound to become a Gaya the following round => If Fatso'd become a Gaya, all the medals used to buy the Gayas' votes would become worthless => The number of Gayas siding with Harimoto would significantly increase and conversely it would be the end for Yoko's Alliance. That was why they had to win the Selections **at all cost**.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 12 (-0)
- Gaya: 12 (+0)



Fatso won narrowly and became the Leader, eliminating Chair #1 as this was likely to be a Chair of Harimoto based on Yokoya's reasoning. The Chair was actually Aki's however.

Round 12

a) Strategy Time

The competition between Yoko's and Harimoto's Alliance became fierce, especially for Yokoya who couldn't afford to lose a single Selection. Both spent their medals on the Gaya hoping to persuade them to vote.

Aki's Alliance, on the other hand, had been relatively under less tension compared to the other two despite the loss of 1 Chair. This is all due to Akiyama's god-like tactics and foresight ability starting from Round 5, he indirectly manipulated and created a situation where other 2 forces would fight the other by excluding himself temporarily from the game, as well as precisely anticipated their course of actions.

b) Fatal Time and Leader Selection

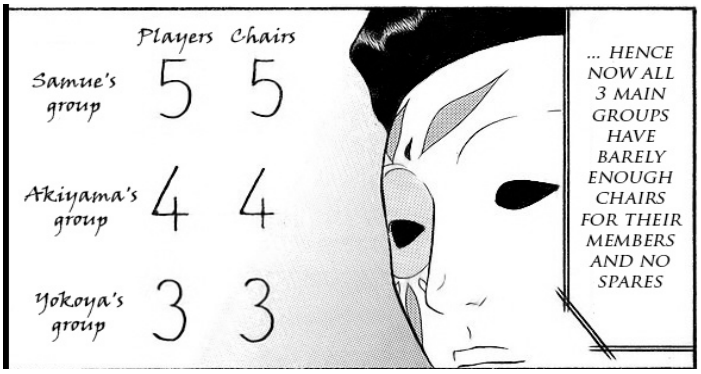
None was eliminated this round. Summary:

- Players remaining: 12 (-0)
- Gaya: 12 (+0)



Once again, Fatso got to become The Leader, also very close this time and in fact it was the exact 10:8 ratio same as the round before. This made Yokoya immediately become aware because he had prepared much more carefully during this round's Strategy Time, and questioned if that was just a coincidence. Moreover, it seemed that all the Gayas somehow could be found much more easily compared to the Early-game. Given the vast map of the game this seems a bit odd, Yokoya felt like the Gayas **intentionally** made themselves more available somehow. From these points, he theorized the possibility that the Gayas were communicating with others.

Yokoya then reassured his members that this was still a vague suspicion and didn't have concrete evidence yet, and told Fatso to pick a number first. Fatso eliminated Chair #25, corresponding with Yokoya's reasoning, was Harimoto's. Below is the Chairs distribution by the end of Round 12:



Round 13

a) Strategy Time

This round revealed the existence of the 4th and final force of this game: The Gaya's Alliance. Turns out, several rounds ago, Young-Jump had come to persuade every Gaya with the following reasoning: The battle now has basically become a contest between Yoko's and Harimoto's Alliance, seeing how Aki's team has forfeited the voting section several rounds by now. It is essential that we Gayas form an Alliance, so that we can manipulate the votes between Yoko's and Harimoto's Alliance into a close ratio such as 10:8 using the 10 ''neutral'' Gayas available (Fukunaga and Four-eyes belonged to Aki's Alliance). And what we should also do is to show our hesitation regarding who to vote for. This way, we can make both of them think that they still have the chance to buy our votes using more medals. Both the winner and loser of the previous Selection would feel an urgent need to give out their medals to get hold of the Leader position.

Young-Jump also pointed out that the medals they'd received from both Alliances are simply trash, since those are not the medals of the winner the teams had intended. For example, Yokoya gave out only Fatso's/Forelock's medals while in fact it's very likely that he would be the one to represent the team to win, given the hierarchy of their team. The same goes for Harimoto. So if the Gayas could eat up all those Trash medals from both teams, then ultimately both Leaders would have to give out their own - the Real/Valuable medals, since it would be still much more beneficial to win less rather than losing all.

All of those reasons reinforced the need to collaborate between the Gayas, with Young-Jump becoming their leader. And so a new Force of ‘’losers’’ was born.



Bad news quickly approached Yoko’s Alliance, they had run out of Trash medals already. Yokoya, with increasing suspicion of this whole situation, decided not to give out his medals and made a risky move to confirm his odd feeling. Yokoya was likely going to lose anyway due to Harimoto’s Alliance having quite more manpower/medals, so this decision is actually logical.

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 12 (-0)
- Gaya: 12 (+0)

Fatso shockingly won Kimura with the exact 10:8 ratio and became the Leader for this round. This was because in order to suck out the most numbers of Real medals possible, the Gayas would need Harimoto to give out his too, plus the fact that Yokoya didn’t give out his medals this turn. That was why Young-Jump decided that they couldn’t let Yokoya lose **yet**.



Fatso eliminated Chair #20 (Aki’s), making all Alliances now had barely enough Chairs for their players (Yoko’s 3, Aki’s 4, Harimoto’s 5). **Starting from the next round, at least 1 player is guaranteed to be eliminated each round.**

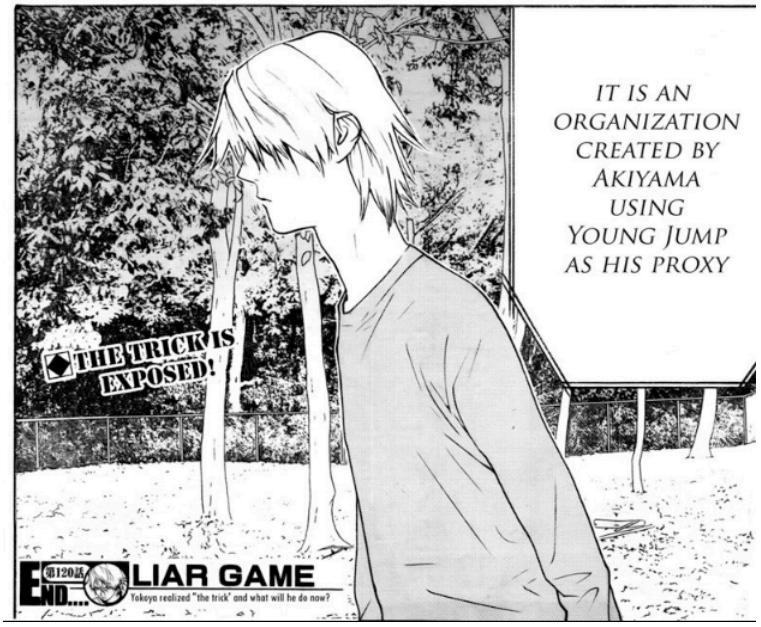
Round 14

a) Strategy Time

The result confirmed Yokoya's suspicion of an Alliance between the Gayas. He then explained all his reasoning regarding the foundations and motives of Gaya Alliance to his members, and also anticipated that even if they do nothing this round, Fatso would still likely become the Leader in the Selection phase. And the existence of an information network between the Gayas would also expose their lies (Fatso and Forelock each told the Gayas they persuaded that their team would make them the winner), which also made the Gayas able to deduce the representative of Yoko's Alliance would be Yokoya himself.

Yokoya decided that they would have to deal with the Leader of Gaya in order to end this Alliance ASAP, so he commanded Fatso and Forelock to find out who that guy is. The two soon found out that all Gayas kept running straight to Young-Jump, which means he was the center of this Alliance, much to Yokoya's disbelief.

Yokoya went to confirm himself and at first it seemed Young-Jump was really the Gayas' Leader. But after stalking for a while, he found out that the last person that came to Young-Jump was not a Gaya, and instead was the one he'd suspected to be the True Mastermind behind them all: Akiyama.

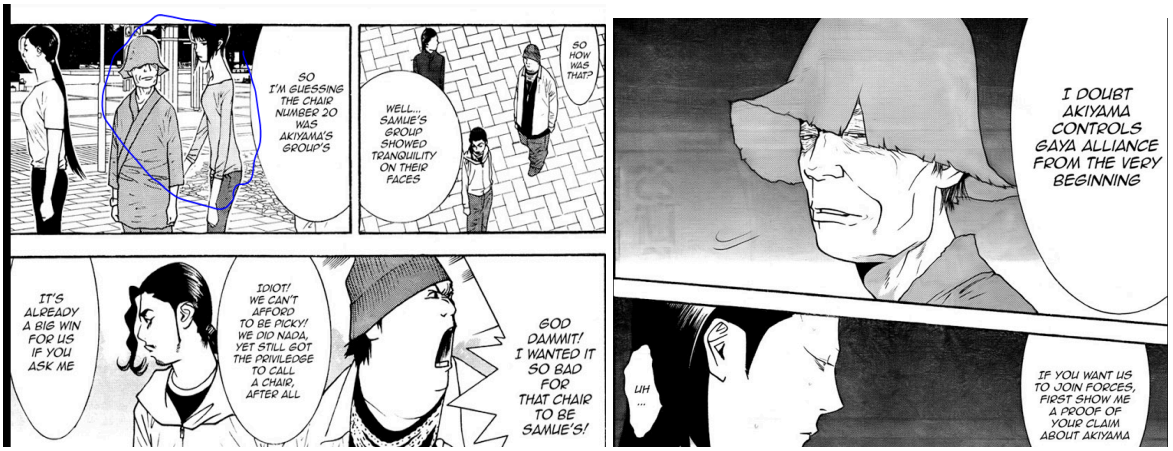


Reference for how Akiyama formed the Gaya Alliance in detail. In short, Akiyama had been the puppet master who predicted and manipulated/deceived all other Forces, directly or indirectly, starting from the 6/7th Round where he devised this long-term strategy to overcome the ''unbeatable'' Alliance between Yokoya and Harimoto.

Facing such a situation where Akiyama could gain control for the most part of the game, Yokoya decided that a re-collaboration with Harimoto was the only way to overturn the current state.

Harimoto refused to collaborate on grounds that Yokoya would end up using him again as he had done through that 3 numbers trick.Yokoya then explained how Akiyama was the one behind the Gaya Alliance from the beginning, Harimoto showed skeptics and required Yokoya to bring him solid evidence if he wanted to join forces one more time.

Harimoto's decision above was actually Kimura's, why? Because at the end of Selection phase in **Round 13, we saw Kimura whispering to Harimoto**, which later revealed to be the direct sign of an essential decision being made (in case you forgot, it is on the very 1st of the doc). And whether to accept Yokoya's invitation to form an Alliance was absolutely a vital decision for the game, which means Kimura had her influence on what Harimoto said to Yokoya. This means Kimura had foreseen the possibility of Yokoya coming, which means she had also suspected that the Gayas had been working together, albeit might not have known as thoroughly as Yokoya. And that was the reason why Harimoto asked Yokoya for actual evidence, to make sure the one they would be fighting is Akiyama.



=> Foresight, Thinking, Negotiation

Having said that, Harimoto (Kimura) still wanted to have a quick confirmation. She decided that their team wouldn't give the Gayas any medals to see their reaction this round.
=> Tactics

b) Fatal Time and Leader Selection

None was eliminated this round. Summary:

- Players remaining: 12 (-0)
- Gaya: 12 (+0)

As soon as Akiyama learned from Young-Jump the decision the other 2 forces made, he perfectly grasped the opportunity and had told Young-Jump to have the Gayas boycott Selection phase altogether, reasoned that this would make both of them to grow impatient and would resort to the votes from Gayas again soon.

With the boycotting of Gayas, Aki's Alliance now re-joined the Selection phase and easily had Nao become the Leader with 6 votes (without the Gayas, Yoko's and Harimoto's Alliance each did not have enough vote to compete). Nao eliminated Chair #21 (Harimoto's)

Round 15

a) Strategy Time

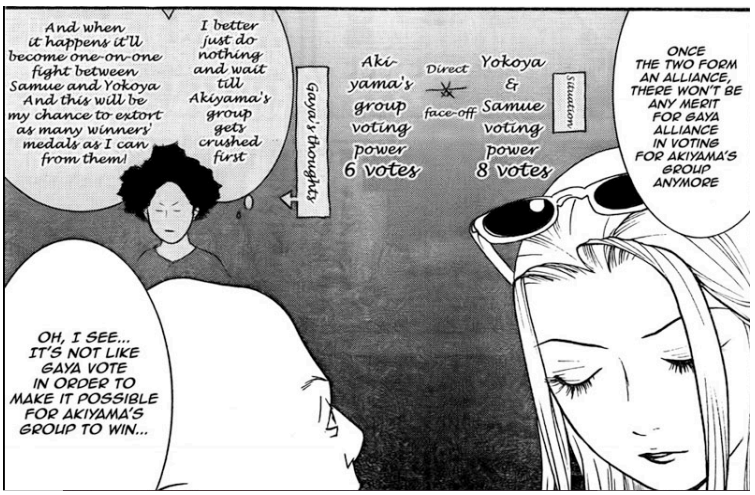
Things unfolded at the Observation Room. Turns out, Yokoya didn't give up on forming an Alliance with Harimoto, and so he thoroughly explained all the details and his reasoning on how the Voting phase in round 14 would be. Yokoya anticipated that if Akiyama had really been the one who indirectly controlled the Gayas, then he would definitely grasp the opportunity to make the Gayas boycott and have his team participate in the Leader Selection once again. The following events was a solid proof for Yokoya's claims, as he had precisely predicted Akiyama's strategy.

Yokoya and Hariomoto meet up again in the Strategy Time of this round, with the old man acknowledging Yokoya's correctness. Harimoto (Kimura) then proposed a more advanced method of deciding what number to eliminate for the Selections, in substitution for Yokoya's previous method:

- First, flip a coin to decide who would be the Attacker (A) or Defender (D).
- The A gets to call a number.
+ If D sees that the number is fine to be eliminated (meaning it does not belong to D's team), he says <OK>.
+ If D sees that the number is one of his Chairs, he says <NG>. Whenever <NG> is said, the role of A and D immediately switches and this phase continues until both have reached a mutual satisfaction.
- Then the A gets to call a representative (the one who will receive the combined vote in the Selection phase), and the game follows the same principle as above.
- Only after both <The number to eliminate> and <The representative> were agreed/OK on will the game end.

This way, they can build a relationship that was just enough for the 2 to struggle jointly, eliminating the Chairs that would definitely be Aki's. Even though the number of one's Chair will be learned when he says <NG>, the probability for their number to be called out was basically 50-50, so there would be little unfairness or calculating/exploiting the other.
=> Tactics, Negotiation, Problem-solving, Creativity

And so, the Partial Alliance between Yokoya and Harimoto was formed once again. This essentially put Aki's Alliance into a dire situation, where they won't be able to use any alternatives Akiyama had planned involving manipulating the Gaya Alliance. This is because the Gayas would simply wait for Aki's Alliance to doom first, and then continue to seek for medals in the confrontation between Yokoya and Harimoto later-on.
=> Foresight



b) Fatal Time and Leader Selection

Abe (Harimoto's team) was eliminated this round because the team only had 4 Chairs for 5 people.
Summary:

- Players remaining: 11 (-1)
- Gaya: 11 (+1)

Kimura was chosen to be the representative and won the Selection easily thanks to the combined votes (8>6) from the Partial Alliance. She eliminated Chair #8, which was Aki's. Below is the Chair distribution by the end of this round:



Night Break

The period when LGT Office temporarily stopped the game, allowing both the players and Gayas who have been participating 12 hours straight to reset their energy. Everyone was led into a hotel and was prohibited from leaving it until the game continued the following morning.

That being said, the Neutral Gayas were the only ones who could really take a rest, while the 3 main forces were racking their brains trying to determine the next course of actions, especially Aki's Alliance who was put into a very bad situation when the other 2 have collaborated again.

Nao saw the opportunity to take advantage of this, she reasoned that the other 2 could very well understand that after Aki's Alliance is crushed, the Alliance that would win will be the one entering into alliance with Aki's group first. She decided that this was actually a great moment for negotiation, where their team could lay down the conditions for the other 2 in exchange for votes. The other 2 wouldn't dare to do anything too extreme as well, for fear of inviting hatred from their team.

Unfortunately, both Yokoya and Harimoto could foresee this development easily so each dispatched 1-2 members of their team to serve as scouts, keeping an eye on others' actions, which prevented any secret deals between the other and Aki's Alliance.
=> Foresight

Nao was still able to have a talk with Abe who was a scout for Harimoto's Alliance, though the topic was just about life conceptions and unrelated to the game.

Back in Aki's Alliance room, everyone was discussing who would have to become a Gaya in the next round since the number of Chairs couldn't sustain all 4 players anymore. Akiyama proposed they decide by drawing lots, Baldy made a fuss saying he was the ''outsider'' in the group, as he was the only player who was forced to join the Alliance. Baldy refused to become a Gaya under any circumstances, and threatened Akiyama that if they were to force him, he would leak the team's crucial information (including their Chairs numbers and possibly locations as well) to the other 2. From this point, **Aki'd schemed a plan to get rid of Baldy**.

Round 16

a) Strategy Time

The game continued. Yokoya told his members to be careful of being tailed at this point of the game, especially by Aki's Alliance members.

The <Calling game> between Yokoya and Harimoto:

- **Yokoya: Number 23 (Aki's)**
- **Harimoto: NG**
- Harimoto: Number 11
- Yokoya: OK
- It was also decided that the representative this time would be from Harimoto's Alliance.

b) Fatal Time and Leader Selection

Baldy was lied to about the location of the Chair that was supposed to be his, during the rotation of Aki's Alliance. This made him become the Gaya for this round.
Summary:

- Players remaining: 10 (-1)
- Gaya: 12 (+1)

Kimura became the Leader for this round, and eliminated Chair #11 (Aki's). The notable thing was that Baldy voted for himself, meaning he's openly betrayed Aki's Alliance in revenge for being fooled out of the team.
Summary of Chairs distribution by the end of this round:



Round 17

a) Strategy Time

Although Akiyama's clever tactic had successfully kicked Baldy out of the team without him making any preparations beforehand, Aki's Alliance was still in a precarious situation. Akiyama foresaw that it was likely that **Baldy would seek for Yoko's Alliance** because there were no contacts between them, and also that Yoko's team was the smallest in size so they would welcome Baldy. Akiyama, however, saw this as an opportunity to turn the tables according to his plan.

Akiyama reasoned that with Baldy joining Yokoya, Aki's Alliance would become be deemed as ''Already lost'', because currently they only had 2 Chairs left and if the number were to drop to 1, they would lose without doubt (the rules prevent one from sitting on the same Chair 2 consecutive rounds), and basically both Yoko's and Harimoto's Alliance could easily finish off their team whenever they want. With Yokoya's calculating mind, he would make preparations for the final confrontation with Harimoto beforehand as he wouldn't waste his move on finishing a team that was ''already lost''. And Baldy's information also allowed him to deduce all Harimoto's Chairs numbers, granting the perfect chance for a preemptive strike.

The <Calling game> happened off-screen, we later learned that 22 was the number Harimoto said OK on.

b) Fatal Time and Leader Selection

Since Aki's Alliance only had 2 Chairs left, Akagi willingly became a Gaya for Nao and Akiyama to survive this round. Summary:

- Players remaining: 9 (-1)
- Gaya: 13 (+1)

Fatso became the Leader, and unexpectedly eliminated Chair #9 (Harimoto's) instead of what was agreed, which was precisely as Akiyama had predicted.

It turns out that Harimoto **had also made preparations for the final confrontation**. In round 16, Harimoto said NG to number 23 (Aki's), which was a camouflage to potentially mislead Yokoya in the event his team was betrayed by Yokoya. Harimoto (Kimura) had correctly predicted Yokoya's intention to strike on them before Aki's Alliance officially collapsed, and if Yokoya really did so he would lose one precious move and resources by mistakenly choosing the wrong number to eliminate, which would be fatal during this Late-game.

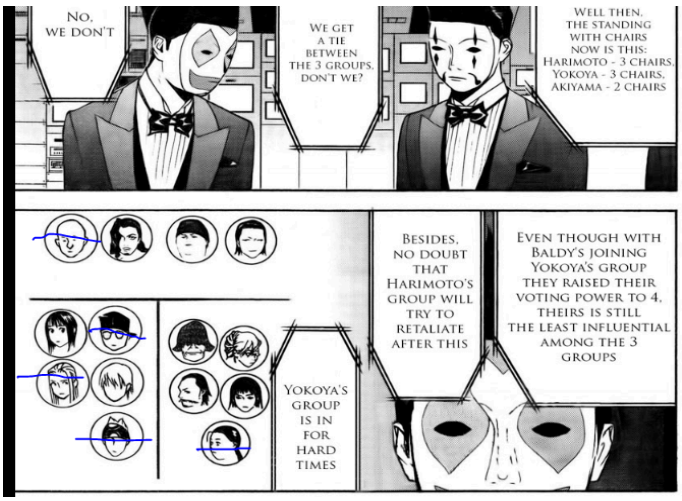


=> Foresight, Mind Read, Planning, Tactics, Deception/Misdirection

Unfortunately, Baldy's information on the exact numbers of Aki's Alliance Chairs allowed Yokoya to recognize Harimoto's lie.

Here we also learned that if the Votes were equal among two or more candidates, then a re-vote would be held for the candidates only. And if the result is also equal, then the one having the most votes from Players would win. And if the result of that is somehow equal as well, then the Winner will be decided by drawing lots.

Below is the Chairs distribution by the end of this round (ones with blue lines are Gaya):



Round 18

a) Strategy Time

Yokoya deeply apologized Harimoto for the incident, he said that Fatso forgot what number he was supposed to call and improvise on the spot, and that it was all a misunderstanding. Harimoto (Kimura), although quite suspicious about Yokoya's claims, wasn't able to step out of the Partial Alliance because his team would also be in trouble for not having enough votes to win Aki's Alliance on their own (he also didn't know that Baldy had joined Yokoya's Alliance so the thought possibility that he rejoined Aki's group still lingered), which Yokoya also knew himself. So Harimoto said he believed Yokoya (which later revealed to be a lie) and continued with the <Calling game>.
=> Thinking, Deception

Nao approached Abe and confronted her ideology a little more before Abe ran away.

b) Fatal Time and Leader Selection

Due to the elimination of one of their Chairs the previous round, Harimoto's Alliance had to **sacrifice Mikamoto this round**. Summary:

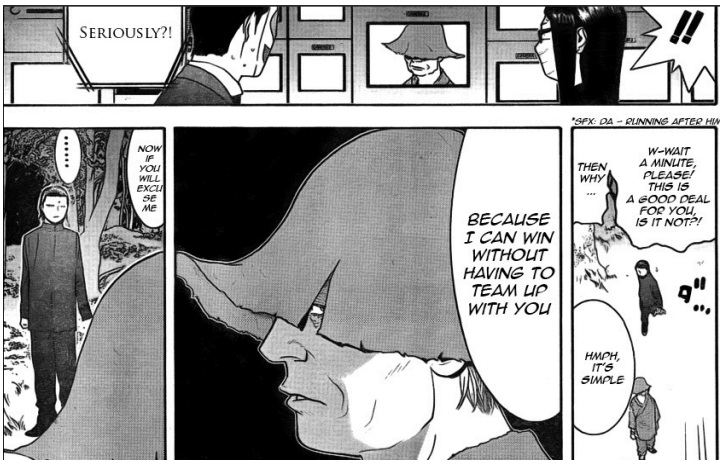
- Players remaining: 8 (-1)
- Gaya: 14 (+1)



Mikamoto becoming a Gaya created a confusion between the Gayas, they wondered if Yokoya had eliminated Harimoto's Chair the previous round, meaning a crack in their association (since the only reason they kept boycotting was to wait for the Partial Alliance to destroy Aki's Alliance first). Young-Jump followed Akiyama's instruction and managed to lie, assuring them that the Partial Alliance remained intact, primarily because the Gayas were the ''outsider'' who didn't know which Alliance had what Chairs.

The Selection phase came out as a big surprise, Kimura got 5 votes and tied with Nao. The blatant betrayal from Harimoto officially marked the end of the Partial Alliance, since it had been agreed that Fatso was supposed to be the representative.

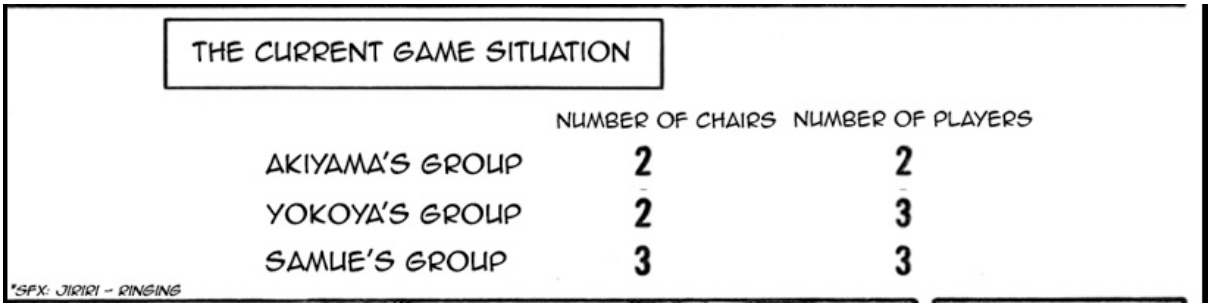
Despite what happened, Yokoya still wanted to collaborate with Harimoto but this time they will form a true Alliance, by giving each other 11 medals of themselves. Yokoya skillfully used all kinds of negotiation tactics, thoroughly analyzed the situation and proposed a deal that was pretty much perfect, beneficial to both sides on many levels and should have been irresistible to Harimoto. Yet, the old man still refused this bargain, which was because **Kimura had already devised a strategy to make Harimoto the ultimate winner**, so he didn't have to accept Yokoya's deal and reduce the profits.



Negotiations failed, Yokoya then resorted to weakening Harimoto's Alliance so that they would have no alternative but to accept his offer. He instructed Baldy to lie showing his apologetic attitude and persuade Nao to call Chair #12 (Harimoto's) when she became Leader with the votes from Yoko's Alliance. Combined with Nao's "Forgive and forget" nature, she happily agreed to encourage these two atoning for the sinful feelings.

Re-selection phase

Nao got 8 votes and even though she still became the Leader, the ratio should have been 9:6, which means **there was a traitor among Yoko's Alliance**. Then, **Nao eliminated Chair #15 (Yoko's),** which made him even more shocked. All of this was planned by none other than Harimoto (Kimura).
Chairs distribution by the end of this round:



Round 19

a) Strategy Time

Harimoto (Kimura's) grand scheme was finally revealed by Leronira.

Due to the Gayas' boycotting in Round 14, both Harimoto's and Yoko's Alliance were facing a crisis, and it was actually Harimoto (Kimura) who had acted first. The plan consisted of 3 main components:

- Creating a Crisis of trust within Yoko's Alliance. (1)

- Avoiding Chairs elimination while directing the damage to Yoko's Alliance. (2)

- Negotiating with the Gayas when the time comes in order to gain absolute control of the Leader's position after the other 2 teams had been weakened enough. (3)

(1)



For the first step, Forelock was chosen as the seed of distrust in Yoko's Alliance. In Round 15, Mikamoto was sent to seduce the guy, which involved not only basic Honey Trap methods, but also a meticulous process to gradually build a certain level of trust between the two.

Mikamoto approached Forelock, she first acknowledged the situation had turned quite dangerous with the boycotting of the Gayas, to which Forelock agreed. She then declared that her team would definitely win regardless, and Forelock obviously didn't believe whatever ''the secret plan'' she claimed. Mikamoto said that is fine, what mattered was that she didn't want Forelock to shoulder the 100 million Yen debt when Yoko's Alliance lost, as she'd always been worried about him the first time they met in this game. And even though the guy probably felt bliss when he heard that from a beautiful woman, he simply couldn't trust her with just that let alone betraying Yokoya. As a matter of fact, Mikamoto gave Forelock a medal of Harimoto as a symbol of her emotions towards him. She also revealed that this was a medal given to her by Harimoto, and that her team planned on making Harimoto the winner, both of which sounded really sensible (as Forelock didn't know how the Cult worked or the fact that Harimoto didn't give his believers any medals). Receiving this medal brought no harm to Forelock at all, in fact, it meant that he had another insurance for this game.

→ What cunning in this approach was that, while it would be practically impossible to convince Forelock that Harimoto would absolutely win via some ''secret plans'', it was quite probable to make him believe that Mikamoto's emotions were genuine.

Having fallen into this delicate trap, Forelock became much more open towards Mikamoto when she visited him in Round 16, where she gave him another Harimoto's medal. With this, Forelock was guaranteed to greatly benefit whether the winner would be Yokoya or Harimoto. Here, Mikamoto confessed that Aki's Alliance had become quite unpredictable (The night break indeed was not peaceful at all), which bothered her. Forelock upon hearing that, proposed that he could give his team's Chair numbers so she could work out Aki's Alliance Chair numbers, to which Mikamoto showed genuine gracefulness and assured him that they would be brought down.

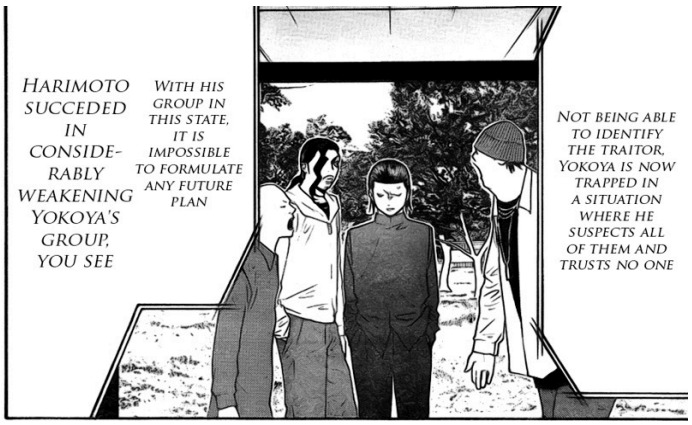
→ A clever tactic was used here, Mikamoto diverted Forelock's attention to ''the threat being Aki's Alliance'', and so he would subconsciously associate his action of revealing Yoko's Alliance number with ''helping to defeat a mutual enemy'' + Forelock had received 2 Harimoto's medals so he wasn't under the obligation of having to serve Yokoya strictly anymore. This way, Harimoto had gained information on the numbers of all the Chairs left without having to ask Forelock directly.

→ This was also another reason why Harimoto lied and said NG to number 23 later in Round 16. Knowing the exact Chair numbers of other players, Harimoto could call a number that wouldn't belong to Yokoya, ensuring that his team would be the one to represent and also preventing Yokoya's turn as A (Attacker) which might lead to the exposure of another Chair number of Harimoto's Alliance.

Finally, Mikamoto approached Forelock again in Round 18 and told him to vote for Kimura in Leader Selection. Although Forelock initially refused as it was decided that Yoko's Alliance would vote for Nao, Mikamoto persuaded him by saying that:

+ Harimoto would be pleased and give him another medal, meaning Forelock would walk out of this game with 200 Million Yen at the bare minimum.
+ One vote wouldn't change the result overall, Nao would still win by 8:6 ratio and Yokoya wouldn't be able to tell who was the traitor.
+ Mikamoto herself would be grateful for this simple action.

And so, this seemingly harmless move of Forelock caused great distraught among Yoko's Alliance members, with everyone accusing the others. Moreover, the sheer existence of a traitor in his group lingered in Yokoya's head, forcing him to trust no one before identifying the traitor. All these combined, Yokoya had been trapped in a situation where he couldn't think thoroughly and formulate effective strategies.



=> Adaptability, Strategy, Planning, Tactics, Deception, Setting Traps, Persuasion, (Seduction/EQ Manipulation), Triangulation.

(2)



Nao was chosen to be the second target for the Heart-stealing technique. Noticing that Nao had been actively trying to get into contact with Abe, Harimoto sent Abe to approach Nao in Round 18. Abe told Nao that she had somewhat empathized with Nao's ideology of everyone cooperating to end the game, so did her master Harimoto because he said that the ''demonic level'' within Nao is quite low. Abe said her master feels like he should join forces with Nao but was still in a hesitation, so Abe gave Nao the number 15 saying that was a Chair of Yokoya (information from Forelock). If Nao would become the Leader somehow, Abe would like her to eliminate this number because if Harimoto's Chair was to be nullified, he would reconsider joining forces and Abe would have no other choices but to follow whatever decisions he made.

All of this happened right before Yokoya sent Baldy to persuade Nao into eliminating Harimoto's Chair. Both used a similar approach that was to mostly take advantage of Nao's kind-hearted nature. Objectively speaking, Yoko's Alliance had already been at a disadvantage in this persuasion contest due to Yokoya's dark history with Akiyama and Nao. The deciding factors, however, illustrated Harimoto's superiority in this regard.

+ While Baldy (Yokoya) proposed that Nao eliminate the number he gave **in exchange for** Yoko's Alliance votes, Abe (Harimoto/Kimura) simply urged Nao to consider **IF** she were to become the Leader. The first major difference being Yokoya's proposal just seemed a lot more benefit-based, which inadvertently made his proposal much less genuine in actual emotions, which is an essential factor for someone like Nao. Moreover, that Harimoto still hasn't made up his mind about joining forces with Aki's Alliance was relatively more probable, especially when compared to Yokoya who suddenly showed a change of heart to the point of willing to have his team voted for Nao.
+ The second major difference lies in the ''agent'' sent by each group. While Abe was quite a sensible choice for she had been communicating with Nao lately, Baldy was a traitor from Aki's Alliance. This alone had made Yokoya lose much credibility. In contrast, Abe emphasized the notion of the Cult team being a **Monolith** to Nao.

This also showed that Harimoto (Kimura) had already anticipated Yokoya's tactic to weaken their Alliance by proposing to join forces with Nao, hence why Abe said if Nao were to

become the Leader. This part further weakened Yoko's Alliance while also serving as an insurance for the Cult team's final execution.
=> (Persuasion, Deception, EU, EE), Manipulation, Foresight, Mind Read, Tactics, Planning.

(**3**)
In secret, Kimura and Mikamoto had already started to rebuy Gayas' votes for this round, and everything seemed relatively smooth for them thanks to them being the only team that had both the resources and intention to acquire Gayas' votes. Moreover, with Abe giving another number to Nao earlier, they would still likely be safe even when they lose in this Selection.

Whatever the results might be, Yoko's Alliance was almost guaranteed to be the first Alliance to collapse in this game, followed by Aki's Alliance. The grand scheme of Harimoto/Kimura finally completed and maneuvered the whole game to ensure that Harimoto would be the ultimate winner, without having to join forces and share profits with any other Alliances. This is their true master plan.



=> Thinking, Strategy, Planning, Negotiation

b) Fatal Time and Leader Selection

Forelock became Gaya this round. Summary:
- Players remaining: 7 (-1)
- Gaya: 15 (+1)

The results, however, came out as a shock to everyone. **Yokoya gained an overwhelming amount of 14 votes** and became the Leader, eliminated Chair #10 (Harimoto's).

The manga later revealed how Yokoya managed to dominate the game nearly until it ended. It turns out he had confronted Young-Jump earlier, gave the guy 4 of his medals and

persuaded him to have all the Gayas vote for Yokoya next round. Young-Jump at that point was on the brink of desperation due to the other Gayas's starting to lose patience, some even suspected whether the strategy of boycotting would really grant them winner's (Yokoya's or Harimoto's) medals eventually.

By giving Young-Jump 4 medals, he had given him exactly 1 medal more than what he received from Akiyama (the information regarding the deal was from Baldy). And then by showing the Gayas Yokoya's medals, he successfully persuaded them that their strategy had born fruit, and that in order to make Harimoto also spend his medals, they would collectively vote for Yokoya. And that was how Yokoya gained control of the Gayas starting from Round 19.

Also by coming alone and making Yokoya himself the representative, he ensured that the traitor in his group would have no opportunity to stab his back in the most essential moment.

Below is the Chair distribution by the end of this round:

	Chairs	Players
Samue's group	2	3
Yokoya's group	2	2
Akiyama's group	2	2

Round 20

a)Strategy Time

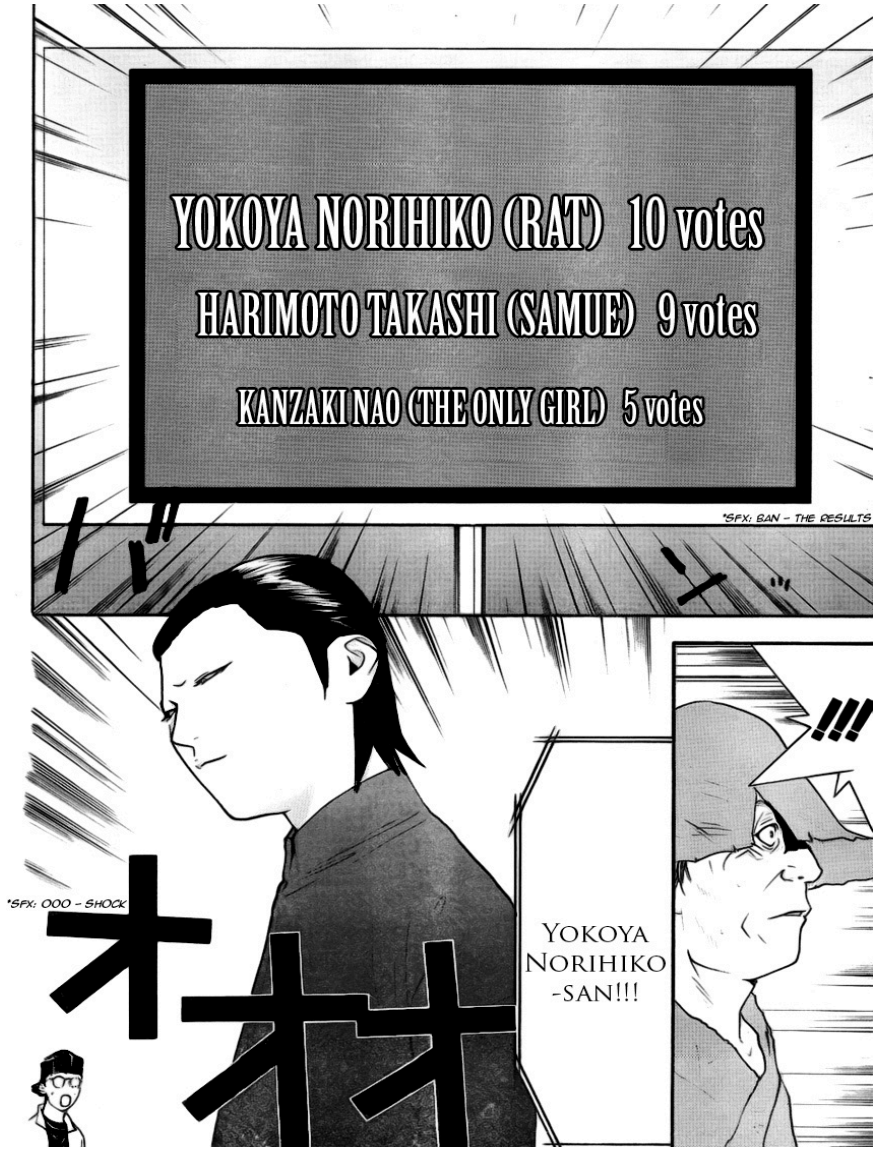
There was one more crucial information Yokoya didn't tell Harimoto during Round 14. He only told the old man that Akiyama was the one behind the scenes, while not mentioning that Akiyama used Young-Jump as a proxy. This made Harimoto fall in a very disadvantageous position when it comes to negotiations with Gayas, because he couldn't identify their direct leader, which resulted in him not being able to use his medals effectively. Harimoto/Kimura calculated that they would have to persuade 5 Gayas to change their votes to Harimoto to win the Selection, which cost him 10 Harimoto's medals (2 for each). Harimoto had no other choices but to accept this prohibitive price, since it was still better than to do nothing and get crushed by Yokoya.

On the other hand, Yokoya only needed to persuade one precise target in order to win the Selection: Sakai (The 5th member in Harimoto's Alliance who wasn't in the Cult). Using various factors from analyzing/deceting, threatening to comforting, Yokoya masterfully persuaded Sakai to betray Harimoto.

b) Fatal Time and Leader Selection

Concerning that if Sakai was forced to become a Gaya this round, he would betray Harimoto's group (not knowing Sakai had already done so), Kimura had to become a Gaya this round. Summary:

- Players remaining: 6 (-1)
- Gaya: 16 (+1)



Yokoya won the Selection thanks to the betrayal of a single Sakai, eliminated Chair #12. This was also a strategic decision, because the only Chair left in team Harimoto next round would be Chair #17, which was the Chair he sat on this round (information from Sakai), which means **Harimoto himself was bound to be a Gaya at the end of next round**. This made the next round the final turn for Harimoto's Alliance.

Round 21

a) Strategy Time

Harimoto (Kimura) gathered his 3 disciples and pointed out their team still had one final strategy, which was to sell their votes. He analyzed that their team had 9 votes, and still held enough influence to make the team they join forces with the winner. The 2 other teams must have thought of this, so Harimoto's Alliance would make them pay their winner's medals in exchange for the votes.

He also pointed out two crucial factors:

- Firstly, most people in the game at the moment didn't know Harimoto would become a Gaya when the signal came in this round. To be precise, only team Yokoya did due to the information from Sakai. As for the other two forces:
+ Aki's Alliance: Even though they knew Harimoto's Alliance had lost a Chair (obviously it wasn't theirs or Yoko's). They can't be sure whether Harimoto or Sakai would become Gaya this round, because they didn't know about Sakai's betrayal specifically.
+ Gayas: Didn't even know which team owned the previously eliminated Chair.

Using this blind spot of information, Harimoto could still negotiate as if the one who would lose wasn't him, until the Fatal Time of this round.

- Second, although any incentives for the Gayas to vote for Harimoto would die the moment he would be announced to become a Gaya before the Selecting phase. No incentives to vote for other members would immediately raise either, as there was no longer any influence on them.

Harimoto's Alliance planned to make the final struggle to make the most out of this game before they officially lost, and Aki's Alliance was the obvious choice for negotiations.



=> Thinking, Strategy, Adaptability/AQ, Negotiation, Deception

Akiyama, however, refused the bargain saying that Harimoto didn't know how to trust others. In fact this was because he had already formulated the final plan to trap Yokoya, and didn't need to collaborate with Harimoto.

b) Fatal Time and Leader Selection

Harimoto became Gaya. Summary:

- Players remaining: 5 (-1)
- Gaya: 17 (+1)

Yokoya again became the Leader with overwhelming majority, eliminated Chair #22 (Aki's). For the ones who had enough information, Akiyama would be bound to become Gaya next round.

Round 22

a) Strategy Time

In desperation, Harimoto's Alliance had no choice but to try to negotiate with the players from Akiyama's group and with Sakai, by persuading them that buying their votes would be

the only way they can be saved from becoming Gaya, that they all needed to unite to fight against Yokoya. Meanwhile, Harimoto sent his disciples to somehow persuade the Gayas.
=> Adapt, Strategy, Negotiation, Leadership

Sakai refused to collaborate, much to Harimoto's surprise (he didn't know Sakai had received 2 medals from Yokoya), and negotiations with Akiyama failed as well. At this point Harimoto's Alliance had basically lost all hopes to turn the table.

b) Fatal Time and Leader Selection

Akiyama and Sakai became Gaya. Summary:

- Players remaining: 3 (-2)
- Gaya: 19 (+2)

Yokoya won the Selection again and eliminated Chair #17, Harimoto's Alliance last one.

Round 23 -> 25

The Cult Team has lost since the previous round so that was also where Kimura's feats in this game ended.

The rest revealed how Akiyama was able to outsmart Yokoya and lured him into a trap, while deceving/manipulating other players and Gayas, making Aki's Alliance the most profitable team despite having lost the game technically.

Bid Poker (WIP)