Annihilate Lý Tri Đồng - Save Thu Ý Nùng

I. Skills of the Players (this needs to be remembered)

Player Name	Skill Class	Skill Name	Detailed Effects & Analysis
Trần Nhiên	Wasteland Slayer	**Eternal Kingdom**	**Effect:** Nullifies/erases all other skill effects within the same space, returning them to their original state (that is, if any skill was used earlier, its effect will also be nullified), and prohibits others from using skills for 1 hour. **Activation:** Raise the gun, and while firing say "Eternal Kingdom". (Note: Trần Nhiên's skill is of the highest level, and can even erase the skill effects of Thu Yến Nùng) **Tactic:** Used to break time loops or remove control states.
Thu Ý Nùng	Wasteland Slayer	**Time Vortex**	**Effect:** Allows the user to return to the moment 5 minutes earlier, while creating 1 new timeline. This skill can be activated multiple times, and once 5 minutes have passed without it being used again, everyone will receive the memories of what happened in every timeline that was created.

Player Name	Skill Class	Skill Name	Detailed Effects & Analysis
			How to activate: Must say "I'm lying" and raise the gun (Wasteland Slayer) and fire to activate. **Tactic:** Continuous trial and error to find the optimal plan.
Lý Tri Đồng	Ghost-Speaker	**Mount Tai Crushing Down**	**Effect:** Mental attack. Causes extremely intense hallucinations (Alice syndrome), making the victim see fire burning, feel oppressed, feel pain as if being burned, and forget themselves.
Long Hồi (Three-Star)	Ghost-Speaker	**Careful Words**	**Effect:** Within 5 minutes, if the target does not speak or speaks nonsense (not reasoning/logical dialogue), they will lose one kind of common sense/knowledge. **Tactic:** Forces the opponent to keep thinking and communicating so as to expose weaknesses.
Thứ Năm Chọn Một (Three-Star)	Wasteland Slayer	**The Emperor Emerges from the Three Rivers**	**Effect:** Controls and Empowers other people's skills. Can seize control of an opponent's skill and raise that skill's level/power. (Cannot seize Trần Nhiên's skill) **Tactic:** "Hoist by one's own petard" - uses the opponent's own power to destroy them.

Player Name	Skill Class	Skill Name	Detailed Effects & Analysis
Đa Kiệt (Three-Star)	Wasteland Slayer	**Haphazard**	**Effect 1:** Cognitive disconnection. If I say 2 sentences/perform 2 actions, then while performing action 2/saying sentence 2, I will have no memory of that action/sentence 2 **Effect 2 (Hidden):** Memory anchor point. Marks a memory so that it is not forgotten even when time is reset **Tactic:** Counters time-manipulation skills and causes information disruption.

II. Current Situation

-Remaining players: Thu Ý Nùng, Trần Nhiên, Lý Tri Đồng, Đa Kiệt, Thứ Năm Chọn Một, Long Hồi (6 people in total)

-Relationships with each other:

+ Thu Ý Nùng and Trần Nhiên are teammates, closely bound to each other.
+ Lý Tri Đồng and Long Hồi are originally in a cooperative relationship, because Long Hồi needs Lý Tri Đồng to converse with him so that he is not affected by his own skill and made to lose common sense. This relationship has existed since before the Great Tycoon (Đại Phú Ông) game.
+ Thứ Năm Chọn Một and Đa Kiệt have a rational relationship; they can cooperate if needed, and can also play dirty on each other if needed.

-Recap of the previous part: In order to escape the fate of being killed, as well as to eliminate Trương Mỹ Lệ, Chu Thần and Tào Tu in Great Tycoon (1). Trần

Nhiên was forced to use the skill "Eternal Kingdom"; at this moment all 6 remaining people are unable to use their own Wasteland Slayer/Ghost-Speaker skills

Phase 1: Negotiation

1.1 Analysis of the situation: The Invisible Vise

After the deaths of the trio of sheep Trương Mỹ Lệ, Chu Thần and Tào Tu, the "Great Tycoon" board only now truly bares its fangs. Lý Tri Đồng realizes with a shock that she has fallen into a deadly trap, besieged by danger from all four sides:

a) First, the deaths of that trio were not only a purge, but also a "show of strength" by Trần Nhiên and Thu Ý Nùng. Their calculation, planning and ruthlessness have reached a level on par with, and no way inferior to, the Three-Star players. Amid a forest of seasoned minds, LTD painfully realizes that she is the weakest, the "least intelligent" link among the 6 remaining people.

b) **Second, before the Great Tycoon game, TN and TYN had used their skills and revealed information about those 2 skills (pay attention to this detail)**. **Because the skill is too dangerous for the 18 levels of hell, TN is marked by all 3 Three-Star players, who are determined to eliminate him at all costs.** However, TYN's skill is different: it is an extremely powerful skill when it comes to mastery over time, yet it has one fatal weakness (namely that it requires shouting "I'm lying" and raising the gun to fire in order to activate) ⇒ The Three-Star players can fully rely on this weakness to blackmail TYN - a player whom all 3 judge to be enough to change their fate (receiving rewards from the lords of the levels outside the 18 levels in order to ascend, or escaping the shackles of reserve status), making her work for them if she does not want her weakness known to all 18 levels. That is, she could be killed by someone quick-handed before she even manages to raise the gun and start the skill (because her very statement "I'm lying" by TYN is itself a lie).

c) In order to win TYN over for their own team, the 3 Three-Star players will clearly have to fight and eliminate one another; this will be the basis for conflict among them
d) When the 3 Three-Star players fight, someone is needed to supply a lie for all 3 so that they can activate their skills and fight, to see who can kill whom

- Trần Nhiên is not a fool. He understands this situation thoroughly, and so he long ago launched extremely strong psychological pre-emptive strikes. By displaying his intellect and mettle while also amassing assets to become a "tycoon" with enormous cash flow, and by revealing himself as Company No. 8, he is not only a link in the great plan of the three sheep, but is also secretly sending three messages to the Three-Star players:

+ I am very smart, and you have all seen that through the way I tricked the trio of TML to death, so getting me to speak a falsehood is as hard as climbing to heaven.
+ All of you want to kill me, so why should I supply a lie, to serve as the tool for you to switch on your skills and fight over TYN?
+ Besides, my Company No. 8 is swimming in wealth, and can also link up with TYN's company; if you want to ally and bring down my company, forcing me to speak a lie in order to survive for now, that is certainly impossible.

- At this moment, the scales of fate seem to have tilted completely to one side, pushing Lý Tri Đồng into an extremely disadvantageous position of "ambush on all ten sides". In the cold eyes of the three Three-Star players, she is the ideal "soft persimmon" to crush: her intelligence is not especially outstanding, she lacks the frenzied psychology of being driven to the wall like Trần Nhiên, and more importantly, her financial strength is completely outmatched by the mighty empire of Trần Nhiên's Company No. 8·.

All three old wolves of the Three-Star understand one truth very well: forcing Trần Nhiên to be a sacrificial pawn in their infighting is an impossible task. So the gazes of the whole group turn in unison and lock onto Lý Tri Đồng. Remember that the essence of the current game is a war of money, and a ruthless plan quickly takes shape: the five remaining companies (including the three Three-Star players, Trần Nhiên and Thu Ý Nùng) will form a closed alliance.

They will be self-sufficient, circulating capital among one another, completely isolating Lý Tri Đồng outside the flow of finance.

Their goal is very clear: crush Lý Tri Đồng's company and push her to the door of death. Standing on the brink of bankruptcy and imminent death, she will have no choice but to become a tool: forced to utter a lie, turning herself into the platform for the arena where the other three slaughter one another.
While Lý Tri Đồng is still fumbling with a vague fear, the other five have long since seen through the board and mapped out two inevitable outcomes if she is driven to the end of her rope:

- First outcome: "A cornered dog jumps the fence". Pushed to a dead end, rage and despair will overwhelm LTD's reason. She will utter a lie to activate her skill, in order to drag others down with her. Outcome: She will certainly be torn apart by the Three-Star players immediately. Death is unavoidable.

- Second outcome: "Hold out and bide time". If LTD can still keep a bit of reason, she will notice a faint ray of hope. She will choose to hold out to the death, preferring to let the company go bankrupt rather than breathe a single lie. The survival logic here is very simple: if she dies and no one supplies a lie, the Three-Star players will lose the "fuse" for activating their combat skills. Keeping her alive is keeping the key to the game.

However, the old foxes of the Three-Star all rule out the first scenario together. After all, LTD is a Two-Star player, and her survival instinct will not allow her to be so stupid as to seek her own death without seeing the crux of how to survive.

At this point, again on the basis that LTD will most likely choose possibility 2, all players (except LTD) go on to consider another feasible option to replace LTD, and LTD will certainly have to choose this option if she follows possibility 2 (of course she has not thought of this part yet; the smarter players are working out, by logic, what other option she could take on her behalf)

That is, shifting the "fuse" target from LTD to Thu Ý Nùng. Why TYN? Trần Nhiên is too cunning and too rich to be coerced; the three Three-Star players hold the dominant position and would never agree to sacrifice themselves. Only TYN is

the perfect choice to replace LTD as the scapegoat, supplying a lie for the crowd to slaughter one another.

And for TYN to willingly supply a lie, they clearly need to ensure that TYN feels their sincerity, and that she can rest assured that even if she lies she will not be judged. To do that requires one tool: the "future lie".

Specifically, they may together create 1 promise that places TYN in an inviolable position where no one can judge her, for example *"After TYN lies, no one is allowed to judge her".*

While Lý Tri Đồng is still fumbling to rearrange her chaotic thoughts, those hunters had long since seen through to the closing of the game. Her fate is now entirely in her own hands, but ironically, both forks before her lead to the abyss:

- First choice**:** She stubbornly resists the pressure of the other 5, leading to her company going bankrupt. In a state of distress and fury, she is forced to lie to activate her skill for revenge. She is torn apart by the crowd and dies without an intact body.
- Second choice**:** She too is squeezed by the 5 to the brink of bankruptcy, but her will to live rises. She firmly refuses to lie, but is forced to bow her head and accept the "future lie" agreement so that Thu Ý Nùng is the one who lies. At this point, the three Three-Star players will unleash their skills, turning the battlefield into a bloody melee. She must entrust her life to luck and to her own character.

After a long psychological tug-of-war, Lý Tri Đồng dejectedly realizes she has no way back and resigns herself to the second choice. However, it is at this very moment that a disastrous misunderstanding arises in her mind. She naively believes that the coming battlefield is only a one-on-one duel between her and Trần Nhiên - to see whose life is harder, to see who falls first. In her eyes, Thu Ý Nùng is the "juicy bait" that the three Three-Star players are hungrily contending for, and so will certainly not be killed. This "go big or go home" thinking makes her not too reluctant when she nods in agreement.

Moreover, another pragmatic calculation also pushes her to compromise quickly: time is money. If she keeps hesitating until she is squeezed dry by them before agreeing, then her financial strength will be exhausted and her company ruined - what would she have left to maneuver with? Better to accept early and preserve a little capital than to wait and starve to death. This very way of thinking became the perfect reason for her to talk herself into stepping into the trap.

At this step, Trần Nhiên has placed the final piece, completing the situation of "driving Lý Tri Đồng to death" and cutting off all her hopes of resistance. While Lý Tri Đồng is still dreaming of a fair battle of wits with Trần Nhiên, she has no idea that she has already put both feet in the door of death.

Let us together lift the curtain on the developments that follow, to witness the cruelty of the layout that Trần Nhiên painstakingly arranged.

1.2 Some information you need to know

Before stepping onto the life-and-death board of "Great Tycoon", these six final survivors had already clashed with one another in a brutal game earlier. Engrave an important detail in your mind: both Trần Nhiên and Thu Ý Nùng had revealed their trump cards - their skills - before the eyes of the others.

As analyzed in the "skill information" section, Thu Ý Nùng's skill is an extremely dangerous double-edged sword. To activate it, she must utter the sentence: "I'm lying". That sentence itself immediately becomes a fatal lie if she fails to turn back time in time to create a new timeline.

However, as was also mentioned, in order to kill the trio of TML, CT and TT, TN was forced to use the skill "Eternal Kingdom", and just as Tào Tu in the doc

Great Tycoon (1) earlier went from a non-liar to a liar because the "causality reversal" effect was nullified, we can see that from the very moment TN used the skill, TYN immediately became a liar.

-An intuitive example of the mechanism of TYN's skill:

+ TYN lies in timeline 0 on the subway to trigger the skill => TYN timeline 1; everyone timeline 1 (after 5 minutes return to timeline 0) => TYN still keeps her timeline 1 "state", so she will **not** be counted as lying when the current timeline is timeline 0.
+ When TN activates Eternal Kingdom to wipe out the 3 Two-Star players => TYN timeline 0; everyone timeline 0 => EK has erased TYN's timeline 1 "state" as well as everyone's timeline 1, and when TYN returns to her timeline 0 "state" she will be counted as lying, and if anyone lied in timeline 1 it will also be counted as lying in this timeline 0.

Was this an oversight by Trần Nhiên? Not at all. In fact, this madman had seen through that latent danger long ago. Judging from the performance in the previous game, all three Three-Star players possess skills so freakish as to be unpleasant. When they are combined into a complete formation/combo, Trần Nhiên reaching the threshold of death was almost an unavoidable fate. At this life-and-death moment, the only trump card left in Trần Nhiên's hand is 'Eternal Kingdom'. Certainly, sooner or later, Trần Nhiên would be forced to unleash it as a last ray of hope. But if he did so, TYN would also immediately be turned into a liar. Standing between two doors of death, he chose to create a crazy scheme to break the deadlock, "Thin Gauze Covers the Sage's Eyes". Even before the trio of sheep were killed, Trần Nhiên and Thu Ý Nùng had secretly communicated through Morse code (please check the doc Great Tycoon (1) with the keyword "Morse"). A perfect plan was drawn up right under the opponents' noses, both creating a safe shield that lets Thu Ý Nùng escape judgment, and setting a vicious trap to send Lý Tri Đồng to her death.

In addition, it must be understood that when TN uses "Eternal Kingdom", all timelines are no longer independent but overlap one another entirely. For example, if LTD lies in timeline 1, then if "Eternal Kingdom" is used, in the main/current timeline LTD will also be counted as lying (because she lied in timeline 1)

Phase 2: Netting Lý Tri Đồng

1.1 Casting the Net - Arrangements in Advance

Approaching the late stage of the game Great Tycoon (1), TN realized that he himself would be very restricted, as the other players and the 3 Three-Star players could all use their skills if they had the chance. But he himself had to be wary, because if he used it even once TYN would become a liar, easily judged by others.

Therefore, in the moment right after TN uses 'Eternal Kingdom', all players except the 3 Three-Star players must die (and LTD may be kept alive for the time being for a later plan). Otherwise TYN would be the one to go down.

He and TYN discussed with each other the course of the plan afterward for eliminating these 4 people, by passing messages through Morse code (this is the time when both were being watched by TML's 'Deadly Gaze', mentioned in doc 1), which was then disguised as a plan for dealing with the 3 Two-Star players.

Returning to the time when TN was under the control of TML's skill, he could have used Eternal Kingdom right away. But if he used the skill immediately, at most he could only kill Trương Mỹ Lệ and Tào Tu. So TN let TML play out her negotiation, because he had long since read that the final result could only be that Chu Thần would be forced to supply a lie so that others could activate skills to kill him and TYN (and therefore they would also be stuck with the liar status). Recklessly placing himself at the door of death like that was because only by clearing the board could the current situation be created, in which TYN becomes the ultimate trump card.

What happened afterward was the arrangement that took place in the doc Great Tycoon (1), when TN tricked and killed the trio of Trương Mỹ Lệ, Chu Thần, Tào Tu.

Afterward, while killing the trio of TML, Trần Nhiên, as mentioned above, displayed his intelligence, determination and financial strength in the Great Tycoon game. At the same time, this very thing led to the situation in which LTD was pressed to accept the proposal of the other 5 players, which was also the first step in the plan to trick and kill LTD and put TYN in an undefeatable position.

1.2 Tightening the Encirclement

-Now is the time for TN to put the plan into action, relying on the skill "Time Vortex" as well as the effect of "Eternal Kingdom", which makes the timelines that arise no longer independent but overlapping

A, In the original timeline (before TYN used "Time Vortex")

In this timeline, under the suffocating pressure of the 5 remaining players, Lý Tri Đồng is cornered into having to compromise in order to help Thu Ý Nùng supply a lie. When LTD, with her last bit of caution, asks about the specific content of the promise, Trần Nhiên plays a move that sounds extremely reasonable at first hearing:

“If Thu Ý Nùng lies, and the number of players remains intact at 6, then absolutely no one is allowed to judge her.”

One thing must be engraved in your mind: the three Three-Star players here are all monsters with superhuman memory and superb reasoning ability. They knew full well that TYN had become a "liar" from the moment Trần Nhiên used "Eternal Kingdom" to slaughter the trio of Trương Mỹ Lệ, Chu Thần and Tào Tu. However, they chose to stay silent. Their goal is to win TYN over, not destroy her. The only one in this room with a motive to kill TYN is Lý Tri Đồng.

For this reason, the three Three-Star players secretly formed a devilish alliance with Trần Nhiên. They "went with the flow", playing along with Trần Nhiên to put LTD in a position with her hands and feet tied, so that she cannot do anything to harm TYN. *Note:* This is not necessarily a move to force LTD to death, because Long Hồi still needs her alive to maintain the balance (cooperating in dialogue to get around the 'Careful Words' skill). But stripping LTD of her weapon so that she

cannot kill TYN is a move that kills two birds with one stone: it keeps their teammate while also protecting the "goods" they are hungrily contending for. More than anyone, they also vaguely guessed that Trần Nhiên was brewing a scheme to use the combo of "Time Vortex" and "Eternal Kingdom", so in any timeline they would consistently force LTD to nod.

Trần Nhiên calculated precisely: after herding the three sheep into the pen, Trần Nhiên made the move that made the three sheep tear at one another, while also pushing himself to the forefront; Trần Nhiên pressured the three sheep until they were forced to use their skills and join together to oppose him, and at this point Trần Nhiên gambled his life to use "Eternal Kingdom" to counter-kill the three sheep. This created a situation in which Trần Nhiên's use of "Eternal Kingdom" was very reasonable.

Witnessing the terrifying counter-kill that Trần Nhiên launched from the brink of death, Lý Tri Đồng in her mind now felt only fear and astonishment toward Trần Nhiên, because she herself had been drawn into that bloody battle. Moreover, the financial and survival pressures we analyzed above also became a catalyst, making LTD talk herself into compromising quickly.

All those factors converged into a thick fog that blinded LTD. In that brief moment, she could not possibly deduce the naked truth that TYN had long been a liar. She naively nodded, accepting the proposal of the other 5, officially stepping one foot into the inescapable trap.

In fact, Trần Nhiên could have unleashed a deadly "future lie" right from the start: *“After Thu Ý Nùng supplies a lie, no one is allowed to judge the lies she told* ***BEFORE****. At the same time, everyone has 1 minute to use skills, after which, except for Thu Ý Nùng, anyone who dares to touch a Wasteland Slayer will be considered in violation, unless a liar appears.”* This is a promise that builds absolute invincibility for Thu Ý Nùng. For after she lies, the sole control over the gun belongs to her. If Lý Tri Đồng intended to judge her (supposing LTD now realized that TYN had lied), then the moment LTD touched the gun would already be a violation of the promise. And Thu Ý Nùng already held the gun in hand; in this life-and-death race of speed, how could LTD possibly win?

That perfect scenario really did happen, but in the final timeline - the one reserved for the killing blow. In this original timeline, Trần Nhiên absolutely did not dare utter even the two words 'From Before'. The reason is a matter of life and death: here, Thu Ý Nùng has not yet activated **"Time Vortex"**, there are no overlapping timelines yet for **"Eternal Kingdom"** to exert its power. This is the moment she is at her weakest. If Trần Nhiên carelessly revealed the sensitive phrase *"A lie FROM BEFORE"*, he would be no different from "putting up a sign saying the thief is right here". Lý Tri Đồng would immediately smell the danger, deduce that Thu Ý Nùng had lied before, and put forward the argument: *"Thu Ý Nùng has already lied, so why bother with a deal - just use her as the sacrifice to activate the skills!"* In that case, Thu Ý Nùng would certainly die, and no one could save her. Therefore, Trần Nhiên had to swallow those words back down, cautiously taking each step so as not to alert the snake in the grass.

Continuing the developments in the original timeline, Lý Tri Đồng, after hearing the proposal (first version), quickly slipped in another condition to protect herself: *"If the three Three-Star players want to trick me, you may only use skills."*

This was an attempt by LTĐ to seize a chance of survival. In LTD's calculation, her only enemy is Trần Nhiên. She believed that Thu Ý Nùng was merely a "prize" lying still, waiting for the three Three-Star players to contend over. She reckoned: if Trần Nhiên died (the number of players dropping to 5 - she would be allowed to judge TYN because the agreement would by then have lost effect), she would be safe and could freely "carve up" Thu Ý Nùng - who carries a lie - without any more obstruction, and her standing would rise as she would be the holder of an important "hostage"; then the three Three-Star players would have to spare her life and help her get through the instance.
The remaining players all nodded in agreement, because they knew well that the real outcome would not be as she dreamed.

The agreement was passed. The six companies entered a phase of forced cooperation, circulating capital to keep one another alive, sustaining a fragile existence while waiting for the moment when **"**Eternal Kingdom**"**(used earlier on the trio of sheep) would expire so that skills could be used. The atmosphere was tense like a string about to snap.

The instant the clock struck the hour, Thu Ý Nùng did not delay a second, immediately uttered the lie and activated "Time Vortex". In that hair-trigger moment, not one person dared make a sound to judge her. After all, the headcount was still 6, and the promise was still in effect. Whoever rashly judged her now would be signing their own death sentence, torn apart at once by the rest for violating the pact. A situation of "if you don't offend me, I won't offend you" was established.

B, In the 2nd timeline

Time reverses, returning to the moment 5 minutes earlier (because Thu Ý Nùng activated the skill). Here, the old script repeats; when Lý Tri Đồng naively asks about the content of the promise, Trần Nhiên throws out a bait completely different from the original timeline: "When TYN supplies a lie, the others are not allowed to judge this lie of hers. At the same time, everyone has 1 minute to use skills after she lies. After that 1 minute, except for TYN, no one is allowed to touch the gun (Wasteland Slayer)."

In this timeline, Thu Ý Nùng is basically in an undefeatable position, with nothing able to threaten her. Why? Because if Trần Nhiên activates **"Eternal Kingdom"**, the timelines overlap, and the future lie *"When the number of players is 6, TYN is not allowed to be judged"* from the earlier timeline will appear in the present. Even if LTD happens to discover *"Thu Ý Nùng has lied before"*, she would not dare to judge. Because the moment she judged, she would violate the lie of the original timeline. Then, any one of the remaining 5 would have the full and rightful authority to kill her.

At this step, Trần Nhiên's strategy has changed. He no longer simply wants to break the siege for Thu Ý Nùng. His fangs have been bared, and the target this time is to send Lý Tri Đồng to her death.

-The 3 Three-Star players, upon seeing the sentence "After that 1 minute, except for TYN, no one is allowed to touch the gun (Wasteland Slayer)" immediately surmised that this might be the 2nd timeline, because agreeing would mean that only TYN would be allowed to judge liars afterward.

-All 3 understood that if this was already a timeline created by "Time Vortex", then TN had very likely exploited the original timeline to help TYN escape the fate of being judged by LTD.

-These 3 players hesitated for a while, then decided to agree to this promise. Because deep down they also understood that TYN was very likely already safe, and next would come the elimination of TN (as said, they all wanted to wipe out this guy)

-On agreeing to this promise, Long Hồi and Đa Kiệt both thought themselves smart enough not to be killed by the skill "Careful Words" , so if Thứ 5 Chọn 1 took control of their skills (reread T5C1's skill above) he would most likely still aim at LTD and TN first (not at TYN, for obvious reasons). That would likely make them lose more and more common sense, forcing TN to use "Eternal Kingdom" to break the deadlock, leading to him unconsciously picking up the gun (reread TN's skill), violating the promise and lying, after which the whole group could eliminate TN. So this promise clearly benefits them; why not agree?

-LTD originally intended to say something more, but was immediately glared at by Long Hồi (her boss), and agreed in silence. Long Hồi glared because he wanted LTD to quickly agree to this clause, one arrow hitting two targets: both tying Lý Tri Đồng's hands so that she cannot harm Thu Ý Nùng, and finishing the noose to hang Trần Nhiên.

-The subsequent developments were similar to timeline 1: the 6 companies circulated capital to keep one another alive, preparing to wait until "Eternal Kingdom" expired. Except that before TYN spoke the lie ("I'm lying"), she also added one more sentence "Sigh, in this game of chess, I again have no chance to show what I can do". (Note this detail)

-Right when the effect of 'Eternal Kingdom' ended, the 3 Three-Star players and LTD immediately used their skills. In turn:

"Ghost-Speaker - Careful Words." (Long Hồi)

"Wasteland Slayer - Haphazard." (Đa Kiệt)

"Ghost-Speaker - Mount Tai Crushing Down." (Lý Tri Đồng)

"Wasteland Slayer - The Emperor Emerges from the Three Rivers." (Thứ 5 chọn 1)

Just as the situation seemed settled, Thu Ý Nùng suddenly broke the silence. She called out loudly: **"Everyone"** and wanted everyone to add one more condition: "After the 1 minute of skill use ends, if no one lies then no one is allowed to touch the gun (Wasteland Slayer)."

At first glance, this clause was simply Thu Ý Nùng's effort to reinforce her own safety. However, in the eyes of the three Three-Star players, it was a juicy concession. The rules of the game had changed: from the monopoly of "only TYN is allowed to hold the gun after 1 minute of skill use" to a fairer situation: "Whoever lies, the whole group is allowed to hold the gun after 1 minute of skill use". Clearly, the safety margin and the chance of counterattack for the Three-Star side had increased considerably. Their guard, therefore, dropped another notch.

-TYN chose to speak at this moment because at this time the skill **"Haphazard"** of Đa Kiệt was under T5C1's control, and as the Three-Star players had guessed earlier, he was aiming this skill at TN and LTD.

The shout of *"Everyone"* from Thu Ý Nùng was not a polite call, but a subtle psychological attack. It triggered a natural reflex: Lý Tri Đồng was forced to perform the action of **TURNING HER HEAD** to look (the first action). Immediately, the rule of the skill **"Haphazard"** was triggered: once the brain has registered the first action, it refuses to take in information from the second action. As a result, Lý Tri Đồng was completely "deaf" to the content of the additional clause that Thu Ý Nùng had just spoken. (The real reason behind this move will be revealed in a later section).

Isolated by the lack of information, and also under suffocating pressure from the threatening gaze of her "ally" Long Hồi and the killing intent of the Three-Star group, Lý Tri Đồng had no other choice. She was forced to nod and accept that

additional clause in a state of blindness, with no idea that she had just signed her own death sentence.

-Finally, TYN once again used "Time Vortex" to go to the 3rd timeline.

C, In the 3rd timeline - Drawing in the Net

This time, Trần Nhiên plays his final trump card, a proposal polished to perfection: “When TYN supplies a lie, no one is allowed to judge her earlier lies. At the same time, everyone has 1 minute to use skills. After that, except for TYN, no one is allowed to touch the gun (Wasteland Slayer), unless someone lies after this 1 minute”.

To the three Three-Star players, this proposal was like a fortress without a gap - at least in guaranteeing absolute safety for Thu Ý Nùng. They immediately recognized that Trần Nhiên had achieved his goal (daring to add the words 'From Before' to the condition). They also quickly agreed (this proposal is no different from what they had agreed to in the 2nd timeline)

-LTD, not yet understanding what was going on, was made by Long Hồi to agree, not given a chance to think (the reason was analyzed in the 2nd timeline, and in addition Long Hồi's mindset at this moment was still to protect LTD. Seeing this complete proposal from TN, he also knew TYN was already safe, so he advised LTD to agree quickly to avoid being tricked by TN into judging). At this step the plan reached its ending. Before TYN delivered the lie, she again repeated the sentence: "Sigh, in this game of chess, I again have no chance to show what I can do".

-As the players used their skills, LTD, after having some time to consider, gradually noticed something strange, namely in TYN's sentence above. Accordingly, she felt several things were off:

+ The sentence "Sigh, in this game of chess, I again have no chance to show what I can do" could completely become a lie, because according to the promise that had been set, they did not forbid TYN from using her skill to intervene in the struggle among the players. If she used it, would she not naturally be supplying 2 lies?

- Feeling that this point was odd, LTD now gradually remembered the event of using "Time Vortex" in the game before Great Tycoon, and then associating it with TN having used "Eternal Kingdom", she now fearfully deduced that TYN had become a liar from earlier on. Regret surged like a tide; she blamed herself for being too blind, missing the golden chance to judge her opponent from the very start.

But on reflection, her loss was not undeserved. It was the result of a masterful psychological manipulation. Trần Nhiên forced the "sheep" to tear at one another, then cornered them into having to use skills to fight TN to the end, pressing the situation into such chaos that he was forced to unleash **"Eternal Kingdom"** as a reasonable defensive move. This was an important link; all of it was just a **feint**. Lý Tri Đồng, naively believing that that infighting was merely a struggle over interests, was completely misdirected. She could never have imagined that the chaotic smoke and fire was set up solely to conceal one single truth: *Thu Ý Nùng had lied,* and that the trap had been arranged before the game between her and Trần Nhiên had even begun.

-LTD thought of this point, and recalled that TYN is currently the object of contention among the Three-Star players, so they would not harm her. She now suddenly realized that the one TN and TYN wanted to deceive was, in truth, only her from beginning to end. By the time she discovered this, TN's plan was already completely firm, with no chance of flipping the table.

-LTD deduced further in horror, realizing that the promise in this timeline is “When TYN supplies a lie, no one is allowed to judge her earlier lies. At the same time, everyone has 1 minute to use skills. After that, except for TYN, no one is allowed to touch the gun (Wasteland Slayer), unless someone lies after this 1 minute”. The very first sentence alone “no one is allowed to judge her earlier lies.” was already a lock that killed every effort of resistance by LTD. It completely stripped away her power to judge Thu Ý Nùng, turning her into someone harmless before her opponent.

-Looking back at how Long Hồi advised her to quickly agree to TN's promise, LTD now understood that Long Hồi was in fact helping her, because he knew LTD no longer had any chance to judge TYN.

Looking back at the proposal in this timeline, LTD shuddered, realizing it was too complete, perfect to a frightening degree. Trần Nhiên seemed not at all afraid that she would deduce that Thu Ý Nùng had lied before. Even more insidiously, he **craved** for her to fall into the trap and deduce it; the more she deduced, the more she would die. Without Long Hồi's timely intervention, her intelligence would certainly have become the blade that finished her when she tried to judge. Fortunately, she stopped right at the edge of the abyss.

-At this step, LTD could only continue reasoning back over what had happened. Only now did she remember the combination of "Time Vortex" and "Eternal Kingdom", and then quickly deduced that the current timeline was certainly not the original timeline. The version of the promise TN put forward was also certainly not the first version.

-Accordingly, she deduced that TYN had used "Time Vortex" to create multiple different timelines, but the version of the promise she was hearing now was certainly the final version. Before that there might have been more than 2 timelines created, but there would absolutely be 2 timelines in which 2 promises were made, specifically

+ Promise 1: makes TYN someone who cannot be judged (this promise plays an important role in creating promise 2; the 2nd timeline explained why)
+ Promise 2: lets TYN avoid being judged for the lie she told earlier
+ Promise 3: the one in this very timeline, originally meant to trick LTD into figuring out that TYN had lied and rashly judging TYN; luckily Long Hồi reminded her. (But this was also within TN's calculation, and it would not have kept her alive much longer.)

-Here, we will once again review the promise in this timeline: “When TYN supplies a lie, no one is allowed to judge her earlier lies. At the same time, everyone has 1 minute to use skills. After that, except for TYN, no one is allowed to touch the gun (Wasteland Slayer), unless someone lies after this 1 minute”. LTD split apart the clauses of this proposal and began to consider the possibilities in the other timelines, including how she should have been able to counter; the following is her reasoning.

+ “No one is allowed to judge her earlier lies” according to LTD certainly could not have appeared in the "Promise 1" version, because TN in that timeline would certainly not have dared gamble that LTD, hearing this sentence, would still not think of TYN having lied before. LTD also thought that Promise 1 would very likely be used to guarantee TYN a position in which she is hard to judge, making it easier to put forward other promises meant to trick her (review timeline 2 and the original timeline to understand clearly what promises he set, and which dead points he avoided)

+ At the same time, everyone has 1 minute to use skills. After that, except for TYN, no one is allowed to touch the gun (Wasteland Slayer), unless someone lies after this 1 minute”, this sentence also basically could not have appeared in promise 2, because it would have blocked the possibility of LTD, desperate, recklessly judging TYN regardless and then being killed by others. For if she had that intention, the moment she took hold of the gun she would be counted as lying and be killed by TYN on the spot, because TYN also had the advantage of already holding the gun, and the other players also had the right to pick up a gun and shoot LTD from the moment she touched the gun.

+ At this point, we finally see why TYN had to exploit the fact that T5C1 would aim at LTD and TN, and, while the skill "Haphazard" was still in progress, add a clause, because LTD would very likely not agree to this clause. Thus after the 2nd timeline TYN was entirely in an undefeatable position.

+ Promise 3, which is this complete one, was TN deliberately leaving a hint to help LTD deduce that TYN had lied earlier, thereby making her judge and lose her life.

-Here, from LTD's viewpoint and reasoning, we can finally see that TN had carefully calculated every sentence and its specific purpose, combined with a thorough understanding of the skills. Exploiting the gaps/disparities in information in each timeline, and the psychology of the 3 Three-Star players, using himself as bait, he made it impossible for LTD not to agree to 2 promises that would certainly keep TYN safe. At the same time, he conveniently trapped her in the 3rd timeline, where one wrong move would certainly mean TYN's death. TN

would also fall into desperate straits for having no one to converse with while the "Careful Words" skill was in effect.

-Even after Long Hồi had warned LTD, keeping her from falling into TN's trap, he still had one sure guarantee that LTD could still be eliminated

-Accordingly, one deadly thing the Three-Star players could not possibly notice is **"Before anyone lies, no one is allowed to touch a Wasteland Slayer",** which in this timeline they had already used. And if TN uses "Eternal Kingdom", then all 6 of them would immediately violate the "proposal" of the 2nd timeline (because the timelines now overlap, for the same reason that TYN would have her lie-exempt status erased).

- Therefore, it can be understood that if TN is determined to use "Eternal Kingdom" at this point, then all the players would immediately be counted as having violated the promise, and thus all of them could judge one another. The original battle of wits, whose balance leaned toward the 3 Three-Star players, would completely become a shooting battlefield where the condition for victory is agility and accuracy in gunmanship.

-When the 5 minutes of "Time Vortex" run out, the full set of information about the original and 2nd timelines floods back; all 3 Three-Star players immediately understood that they had been tricked, and that if TN were allowed to use "Eternal Kingdom", the game would turn from a contest of minds into a shootout. Therefore, this would be the condition for TN to negotiate with the 3 Three-Star players.

-The main reason the 3 Three-Star players still could not deduce this scheme of TN's is that they did not expect TN to be able to say different sentences in each different timeline (when only TYN retains her memories). They were able to do so thanks to contacting each other via the initial Morse code, using the clicks of the computer mouse to convey the plan while the others were all drawn into calculating for the battle of wits in the three-sheep phase.

-Note that this is still within the time when the skill "Haphazard" is in effect (the developments are the same as the end of timeline 2). TYN once again said

"everyone" so that LTD would not receive the memories of the earlier timelines because she had to **TURN HER HEAD**

-At this point, even if the 3 Three-Star players wanted to trick TN to death they could not, because TYN is not restricted from holding the gun (Wasteland Slayer). In case she used her skill to go to another timeline and remind TN to use "Eternal Kingdom" right away, the whole group would be forced into a battlefield game.

-At this step, to avoid TN's mutual destruction (since from the start he had been driven to the end of his rope by these 3 players), they were all willing to negotiate with TN, and even Long Hồi had no way left to guarantee LTD.

-However, immediately afterward the 3 old foxes of the Three-Star also noticed a flaw in TN's plan of "mutual destruction if forced". Namely, according to the promise: “When TYN supplies a lie, no one is allowed to judge her earlier lies. At the same time, everyone has 1 minute to use skills. After that, except for TYN, no one is allowed to touch the gun (Wasteland Slayer), unless someone lies after this 1 minute”. TN can only use "Eternal Kingdom" during the 1 minute after TYN supplies the lie. If that 1 minute passes, then if TN touches a Wasteland Slayer he would immediately violate the promise "After that, except for TYN, no one is allowed to touch the gun (Wasteland Slayer), unless someone lies after this 1 minute".

-Therefore, once 6 minutes have passed, no matter how many times TYN uses the skill "Time Vortex", she can only go back 5 minutes, that is, to a point where the 1 minute permitted for skill use has already passed. At that point, if TN picks up a gun, he would very likely be shot into a sieve by the 3 Three-Star players; no one could bet on who is quicker on the draw.

-However, all the calculations above, as well as the weakness of this plan, had long since been seen by TN and TYN. So she would always hold the gun, ready to use "Time Vortex" before the 6 minutes ran out. Toward the end, when the 6-minute mark approached and the Three-Star players still said nothing, it would show they did not agree; she would turn back time and remind TN to use "Eternal Kingdom", truly achieving mutual destruction.

Understand that the essence of "Intimidation" is, in essence, mutual destruction.

+ "Like nuclear intimidation: when you aim a nuclear missile at me, I will also aim nuclear missiles at the nuclear-armed countries of the world."

In the end, waiting until the 6 minutes were nearly up with TN still showing no reaction, the Three-Star players had no choice but to concede. The original mindset of those in the superior position would not allow them to be pressed into becoming sheep; they could only choose to see who would be lucky enough to win through a contest of who is quicker and better at shooting

-TN very carefully put forward a proposal: "Before the instance ends, Eternal Kingdom must not be used", ensuring that he could not turn the game into a free-fire melee.

-What matters here is Long Hồi: if earlier he could still warn LTĐ about TN's lie-baiting trap, now there was no way to save LTĐ without risk to himself. Long Hồi had no choice but to abandon her, and LTĐ just like that lost the last shield she had in this game.

-When all 3 Three-Star players were forced to agree, T5C1 used "Haphazard" so that LTD stubbornly could not hear clearly the content of the negotiation (TN was no longer being targeted by T5C1 at this time). They decided that all 3 would converse together to avoid losing common sense from the skill "Careful Words", and LTD would be ignored.

When the hour of death arrived, LTD could only struggle against death; she kept reasoning to avoid "Careful Words", but gradually she felt herself sinking in the struggle, her common sense, memories and instincts slipping away; she screamed and begged Long Hồi for help, but no one answered her. Then T5C1 threw a paper airplane toward LTĐ, but under the effect of "The Emperor Emerges from the Three Rivers", which had seized LTĐ's "Mount Tai Crushing Down", that paper airplane turned into a huge, ferocious Kunpeng charging toward her. Lý Tri Đồng could have dodged that gigantic monster, but she misstepped, and fell from the floor in mid-air into the abyss!

-At this step, LTD died without knowing why, while TN had both saved TYN and gained capital with which to negotiate.

The last Two-Star sheep has finally fallen. Destroyed by the very skill she was proud of.

(All cates)

Recap

-From all of this we can see that this was a multi-layered net cast by Trần Nhiên very early on. Making full use of the information 'blind spot' of the other players regarding the secret agreement between himself and TYN, he held the initiative completely. Not stopping there, Trần Nhiên also displayed superior calculating ability in reading the minds of the three Three-Star players. From putting himself in a one-on-one fight to the death with Lý Tri Đồng in order to draw the Three-Star players into the game to destroy Trần Nhiên. He read exactly their line of reasoning and psychology, and from that launched three branching moves in three different timelines.
-Trần Nhiên's destination never deviated from Lý Tri Đồng. Every step, even purging the trio of sheep Trương Mỹ Lệ - Chu Thần - Tào Tu, was merely a paving stone. By squeezing out TYN's value and 'turning the enemy's scheme against them' to manipulate the very superiority of the Three-Star group's logical reasoning, Trần Nhiên wove a perfect trap, slowly tightening it and driving Lý Tri Đồng to her death

Annihilate the Three-Star - Continuous Adaptation

I. Skills of the Players (you only need to remember the 4 below for this part)

Player Name	Skill Class	Skill Name	Detailed Effects & Analysis
Thu Ý Nùng	Wasteland Slayer	**Time Vortex**	**Effect:** Allows the user to return to the moment 5 minutes earlier, while creating 1 new timeline. This skill can be activated multiple times, and once 5 minutes have passed without it being used again, everyone will receive the memories of what happened in every timeline that was created. **How to activate:** Must say "I'm lying" and raise the gun (Wasteland Slayer) and fire to activate. **Tactic:** Continuous trial and error to find the optimal plan.
Long Hồi (Three-Star)	Ghost-Speaker	**Careful Words**	**Effect:** Within 5 minutes, if the target does not speak or speaks nonsense (not reasoning/logical dialogue), they will lose one kind of common sense/knowledge. **Tactic:** Forces the opponent to keep thinking and communicating so as to expose weaknesses.

Player Name	Skill Class	Skill Name	Detailed Effects & Analysis
Thứ Năm Chọn Một (Three-Star)	Wasteland Slayer	**The Emperor Emerges from the Three Rivers**	**Effect:** Controls and Empowers other people's skills. Can seize control of an opponent's skill and raise that skill's level/power. (Cannot seize Trần Nhiên's skill) **Tactic:** "Hoist by one's own petard" - uses the opponent's own power to destroy them.
Đa Kiệt (Three-Star)	Wasteland Slayer	**Haphazard**	**Effect 1:** Cognitive disconnection. If I say 2 sentences/perform 2 actions, then while performing action 2/saying sentence 2, I will have no memory of that action/sentence 2 **Effect 2 (Hidden):** Memory anchor point. Marks a memory so that it is not forgotten even when time is reset **Tactic:** Counters time-manipulation skills and causes information disruption.

II. Current Situation

-**Remaining players**: Thu Ý Nùng, Trần Nhiên, Đa Kiệt, Thứ Năm Chọn Một, Long Hồi (5 people in total)

-**Recap of the previous part**: after a series of chained schemes and Trần Nhiên's careful, meticulous calculation, together with the support of Thu Ý Nùng, they succeeded in annihilating Lý Tri Đồng by negotiating with the 3 Three-Star players, forcing them to abandon LTD. LTD, targeted by all the players, died of bitter resentment; hallucinations caused by the effect of her own skill led her to

misstep and fall into the abyss below. The patch of floor where LTD stood also vanished along with her. Because of the promise made to the 3 Three-Star players, Trần Nhiên can now no longer use his own Wasteland Slayer skill.

- **Note**: in the “doc Great Tycoon (2)”, TYN used her own skill "Time Vortex" to continuously create new timelines, with the intention of using proposals, combined with the use of Trần Nhiên's skill "Eternal Kingdom", to trick the sheep LTD. Accordingly, in the initial original timeline (before TYN used "Time Vortex"), TN put forward promise 1 to help TYN stand in a position where she cannot be judged, convenient for later arrangements. After that, TYN used "TV" to create a new timeline, that is, the 2nd timeline, where TN put forward promise 2, officially helping TYN stand in an undefeatable position. Then, she created another new timeline, and we arrive at the developments in the 3rd timeline, where LTD was tricked to death. TYN afterward did not use the skill "TV" any more, and all the players received the memories of the original timeline and the 2nd timeline, so for them, at the moment LTD had just been killed and the memories had just been

received, they are in the 3rd timeline, which is also the new original timeline.

1.1 In the 3rd timeline (also the new original timeline)

- After successfully killing LTD, the Three-Star players have finally recovered their Wasteland Slayer/Ghost-Speaker skills, and the battle now continues among the remaining players

-The situation has now completely transformed into a suffocating psychological standoff. Among a pack of cunning "old foxes", every base scheme or ordinary trap becomes useless. Their only weapon now is words: the players will continually guide, telling stories and remarks to steer other players and influence their psychology. Because they are all extremely intelligent, deceiving anyone with schemes and the like is very difficult; one can only look for and exploit small gaps. For example, conveying an idea such as "The opponent thinks very fast and strong, I cannot beat him", thereby influencing the other side's thoughts and actions. Even causing just a tiny bit of effect could still be "the straw that breaks

the camel's back", unwittingly leading to a mistake, a hair's breadth from disaster, for someone. Something that will certainly be thoroughly exploited by the remaining intelligent people, causing the one who made the mistake to fail.

-TN understands this clearly, and so do the others, and TN also knows well that they too can think of this point. In a battle where everyone sees through everyone's heart, Trần Nhiên decided to seize the initiative. With a sharp move, he launched a pre-emptive strike with his own story, officially igniting a psychological war.

(Reasoning, Thinking, Adaptability, EQ)

-When the discussion turned to the topic of "War", when Long Hồi was asked "What is the most important factor in war", he gave a fairly rational and common answer: "The issue of logistics".

-However, right afterward TN gave a completely different answer from the view of most of the public. Accordingly, he held that in a war between nations the decisive factor would be "the foundation of civilization", while in a civil war between 2 branches of an army the decisive factor would be "the soul of each branch of the army"

"From the most common rationality, war is fought on logistics, so logistics should be the most important."

Trần Nhiên shook his head: "I do not share that view. In a war between nations, what is fought is the foundation of civilization; in a civil war, what is fought is the army soul of the two branches of the army."

"Like the War of Resistance against Japan: although logistics was also very important, we had no guns and no cannons, while the enemy did. Yet China's roughly 5,000 years of history gave us a spirit of constant self-improvement; this was the key to victory in the war of resistance."

"A war between 2 nations is a collision between 2 civilizations."

"Maybe this is also the reason why, when alive, company leaders always emphasized corporate culture."

In truth, this perverse sermon on philosophy was a strike that hit two targets with one arrow. It not only molded an overwhelmingly erudite facade for Trần Nhiên, but was also an extremely insidious cognitive manipulation. With a mass of "high-level" theory that sounds academic, he struck directly at the gaps in knowledge/psychology and the lack of critical thinking in the other players. Making them believe that the theory of "one's own foundation" is the decisive factor in a war. Once deceived by that glamorous shell of words, the opponent would unconsciously fall into the trap of comparison. They would feel their own "foundation" to be far too shallow, give rise to a defeatist psychology, and fall into a default, despairing belief: that they can never defeat a great being like Trần Nhiên.

Long Hồi frowned upon hearing this; he immediately suppressed his own mood and cast out all the thoughts that Trần Nhiên wanted to convey to him.

His gaze regained its clarity.

"Are you trying to tell me that the core of your spirit is stronger than mine, instilling in me the thought that you cannot be defeated?"

(Tactic, EQ, Manipulation)

Unfortunately, this psychological manipulation did not affect the Three-Star players in the slightest, because they are people who had long ago cast away a part of their own emotions, so that they are not easily affected by words from outside, and can reach a state of completely suppressing emotion, letting what TN said go in one ear and out the other.

Not stopping at defense, Long Hồi decided to ignite a counterattack, and so said a line in reply to TN:

"When you were alive you were a novel writer, huh; I actually feel it was a bit of wasted talent - you are suited to giving speeches, and might well have been able to build a pyramid-scheme organization, deceiving quite a few people."

The moment that mocking remark was uttered was also the moment the trap truly sprang shut! That was exactly the "piece" that Trần Nhiên had been wearily waiting for his opponent to play with his own hand. The whole drawn-out psychological war that had just passed turned out to be merely a perfect

camouflage shell, an elaborate play staged just to cover a scheme that TN was nursing

Long Hồi's sarcasm had barely ended when Trần Nhiên, not flinching in the least, immediately let loose a stunning declaration:

"A great man once said that we are the sun at eight or nine in the morning, the future is ours, hope rests on us; when I was alive I never did anything that violated criminal law"

The sentence was uttered light as a feather but landed a thunderbolt on everyone present, TYN included, because it was a firm assertion that **"When I was alive I never did anything illegal"**, which is quite abnormal in hell. Because those who come down here have, to a greater or lesser degree, all committed outrages against heaven and reason; TYN herself and the 3 Three-Star players all determined that they were guilty when alive. TN also deduced that the others knew this too, because he had encountered many instances, as well as reminders from other players (see the mechanism of "instances" in this doc and it will be clear), and knew that most people who come down to hell carry sin with them.

-However, the crux here is that TN understands himself to be absolutely clean, having never committed an evil act in his entire life; this is extremely special. His purpose in saying the sentence **"When I was alive I never did anything illegal"** was to lead those Three-Star players to judge him, because they would very likely instinctively assume he was lying.

But this was in fact only the first layer; if some fool really rashly and arbitrarily assumed that TN was lying and drew a gun to judge him, he would certainly have to swallow his bitterness. By using the "psychological war" as a screen of camouflage, Trần Nhiên concealed his true purpose. No one could have imagined that proactively asking to be "judged" was in fact the opening shot of the chain of killing moves behind it; his first real objective was to trick the Three-Star players into judging him.

(Tactic, EQ, Deception, Misdirection, Concealment)

Of course, the sugar-coated trap of the first layer could never fool the old foxes of the Three-Star. They did not even bother to put a hand on the trigger. After all, if

Trần Nhiên dared to proclaim such an arrogant statement so boldly, he must be sure of victory so as not to be subject to the rules of judgment. No madman would offer up his life to death over a slip of a few sentences, especially when Trần Nhiên deliberately stressed the phrase very loudly and clearly **"When I was alive I never did anything illegal"** as if afraid others would not hear it through. This excessive show completely went against the cool head that TN had displayed since the start of the game.

So, even though TN's statement was rather contradictory to the common understanding that the Three-Star players had, they did not draw guns to judge TN immediately because of it, but held still.

-At this point, we gradually come to understand the 2nd layer in TN's statement through the reasoning of Thứ 5 Chọn 1.

-Here, we need to discuss a bit the setting of the verse, especially regarding the Wasteland Slayer skills through the "glossary doc". Accordingly, the Wasteland Slayer/Ghost-Speaker skills are divided into 4 tiers: “Ego, Self, Super-Ego, and the legendary True Self.”

-TN's skill, as already said, is a True Self skill, also the rarest skill in all of hell; among the countless beings in Hell only 10 people possess a skill of this tier (and these 10 do not even appear in the same era), making everything related to this skill something known to few people, almost "legendary".

-The Three-Star players had long since deduced that TN's skill "Eternal Kingdom" is a True Self-tier skill.

-TN understood this, and so he wanted to say the sentence **"When I was alive I never did anything illegal"**; the purpose at the 2nd layer is to probe the reaction of the Three-Star players, to see whether they know **"Whether a True Self-tier skill can show that its owner never did anything illegal when alive?"**

The Three-Star players' stillness, flinching, and refusal to touch the judgment skill was the most perfect answer. They do not know. And because they are uncertain, they absolutely dare not gamble their lives to judge Trần Nhiên. (Not knowing the answer, they basically did not even think, in reaction, of judging Trần Nhiên on the basis of something uncertain).

Thứ 5 Chọn 1 saw through this layering. Yet deep in his subconscious, he still felt a chill on realizing: this probing for information is still not the final limit of the pit that Trần Nhiên is digging for them

Only at this very moment did Trần Nhiên's ultimate purpose truly reveal itself. Probing whether the Three-Star group grasp the special nature of the "True Self skill", especially whether its possessors were good people when alive. That is not the final purpose but merely a stepping stone. Trần Nhiên's complete plan lies much deeper: the moment he confirms the Three-Star are in the dark about the answer, he will immediately signal TYN to activate "Time Vortex" and jump to a new timeline. There, he will use this gap in knowledge to trick the Three-Star group into saying with their own mouths things like "Trần Nhiên is an evil person" or "Trần Nhiên once broke the law". And because Trần Nhiên is truly clean, those words will immediately be judged to be "lies" => they will die

Here, this plan has a very high feasibility for 2 reasons. Only now did Thứ 5 Chọn 1 feel a chill down his spine on realizing: All of the promises and concessions in the "Doc Great Tycoon (2)" turned out to be scripts that Trần Nhiên had already written. He had turned TYN into a perfect killing machine to fight the Three-Star, with three absolute shields:

+ Specifically, earlier TYN had supplied a lie so that the Three-Star players could use their skills to bring each other down; the lie she gave happened to be "I'm lying", which is also the command phrase that activates her skill "TV", so she basically does not need to lie any further and can still use the skill.
+ Second, according to promise 3, the Three-Star players are not allowed to judge TYN's earlier lie; at this moment she can freely use the skill without having to worry about being harmed by others
+ Third, whether promises 1, 2 or 3, or the promise made between TN and the Three-Star players, TN skillfully exploited the priority the Three-Star players gave to TYN, so that she has never been entangled in any constraint, and has even always been the one to benefit.

The overall picture is finally complete. Thus, it can be seen that TN, long before LTD was killed, even before he killed the 3 sheep, had already calculated the situation of only 5 remaining as it is now. He meticulously carved every word and weighed every psychological trap in the negotiations, so that in the end TYN

would become his unrivaled trump card in the final battle with the Three-Star reasoning monsters.

-The 2nd reason this plan is highly feasible is that TN can fully exploit the information gap between himself and the Three-Star players. Because only TYN retains memories from previous timelines, she can quietly convey to TN that the Three-Star players do not know the answer to the question “**Can a True Self-tier skill show that its owner never did anything illegal when alive?”** With this "golden token" in hand, Trần Nhiên cuts out the cumbersome probing step entirely, making it very hard for the Three-Star group to know TN's true plan. He only needs to use a psychological war as a camouflage shell, then deliberately lead these people to say "TN did evil things when alive" or something along those lines. This is also very likely what they would say, since it fits entirely with what they previously knew about those who come down to hell; the Three-Star group might even die without knowing why they died.

-And luckily for TN, he really did manage to probe out the answer from the Three-Star players, as T5C1, whether inadvertently or deliberately **(deliberately, with a purpose; this will be explained in a later part)** revealed that Three-Star players like them do NOT know the answer to “**Can a True Self-tier skill show that its owner never did anything illegal when alive?”**; moreover this was an affirmative answer and not a deduction, so there is no possibility that it was a lie.

-At this step, TYN, having probed out the desired answer, used "TV" to go to the next timeline, preparing to carry out the plan.

-At this point, it looks as if TN and TYN have victory firmly in hand: by slowly grinding, they will one way or another extract a lie from these Three-Star guys, or at least send one of them off.

The whole course of events up to now is merely a board that Trần Nhiên programmed in advance, before the blood of the "three sacrificial sheep" was spilled. He calculated ten thousand miles ahead to foresee this one scene; moreover, understanding one special point about himself, that he has "never committed a crime", he deliberately arranged things so that TYN could freely use her skill, and prepared early a plan to carry out in case the Three-Star truly did not know the answer. A long-term plan whose sole goal from beginning to end was to deal with the Three-Star scourge, hidden deep beneath many layers of

misdirection and camouflage, of which killing the 3 sheep or LTD was only one (handed off to TYN from the Morse code passage); it all turned out to be only exquisite layers of camouflage covering this great killing setup.

(Planning, Strategy, Tactic, Misdirection, Info Gather, Concealment, Manipulation, EQ, Mind Reading, Reasoning, Foresight, Creativity - almost All Cate)

1.2 In the subsequent timelines

A, 4th timeline

-TYN timed it very precisely, choosing to use "TV" at just the moment that would return to the time when LTD had already died and the floor where she stood had already vanished.

-This was necessary because "TV" cannot revive those who had died earlier; if she returned to a time when LTD, in the eyes of the other players, should not yet have died, but had suddenly died, then they would clearly realize at once that this was a new timeline created by TYN, leading to heightened vigilance.

-The crux of the plan is that the Three-Star players must not be allowed to see that they are in a new timeline, which would raise their vigilance. A false impression must always be created that they are still in the 3rd timeline (which is the original timeline).

-As in the previous timeline, the 3 Three-Star players recover their skills. TN at this time had already been signaled by TYN that their plan had succeeded: it had been probed out that the Three-Star group do not know about the special nature of the "True Self-tier skill"

Like a seasoned actor, Trần Nhiên calmly repeated the "psychological war" play, steering the conversation onto the topic of "war". Sure enough, Long Hồi again took the bait and let out the familiar sarcasm: **"When you were alive you were a novel writer, huh; I actually feel it was a bit of wasted talent - you are suited to giving speeches, and might well have been able to build a pyramid-scheme organization, deceiving quite a few people."**

But this time, Trần Nhiên showed his hand. He did not assert his innocence as in the previous timeline, but said a different sentence:

"That's actually not a bad idea; why didn't I think of it when I was alive? If I'd known I'd go to hell after death, I would have done A LOT MORE BAD THINGS while alive." (meaning to hint: I did bad things when alive, same as you; I wish I'd done more since I'd end up in "HELL" anyway)

Turning his words around, he swept his eyes over the 3 and asked with great curiosity: "You coming down to Hell wouldn't be because you also did evil when alive, would it?"

Trần Nhiên's purpose was extremely cunning: psychological manipulation of one's own kind. He proactively blackened himself, putting on the cloak of a "perpetrator of evil" to blend in as one of the Three-Star's own kind. In their deep-rooted thinking, Hell only takes in sinners. Add to that their gap in knowledge about the nature of the "True Self" skill, and they would naturally accept this disguise without the slightest suspicion. From there, Trần Nhiên could easily trick them into judging with their own mouths that he is an evil person, inadvertently turning himself into a "liar" and bearing the punishment.

The game seemed settled. The Grim Reaper's scythe seemed to be at the necks of the Three-Star group, waiting only for them to step into the door of death themselves.

But then a chilling variable arrived. Instead of lowering their guard or going along with Trần Nhiên's statement, the expressions of the Three-Star old foxes suddenly darkened, heavy and grave. An abnormal reaction, entirely outside every calculation, making even a schemer like Trần Nhiên flinch for an instant.

Trần Nhiên thought, this is not good.

Sure enough, after a moment, Long Hồi stared at him for a long while and said calmly: "The way you speak, the transition is too stiff, and the intent to trick us into lying is too obvious; if I guess right, this is also the Time Vortex creating a timeline once again, isn't it?"

Trần Nhiên shrugged: "Fine then, I'll pay attention next time."

"Wasteland Slayer · Time Vortex."

(Deception, Adaptability)

B, 5th timeline

-Again returning to exactly the moment LTD had just been killed, ensuring the Three-Star players would not see that this is a new timeline.

Catching Trần Nhiên's eye, TYN silently held up two fingers - signaling: this was already the second timeline branch she had created. Reading the signal, Trần Nhiên immediately understood that the manipulation script using the topic of "War" in the previous timeline had failed. Reacting extremely fast, he swept aside the old plan and switched to a different line of attack. This time, Trần Nhiên chose to expose the dark corners of his opponents. He suddenly threw out a sharp question: "Why do you three, who bear the name Three-Star, have no fixed teammates?", and then answered it himself:
With no one answering, Trần Nhiên continued: "I have a suspicion, though I don't know whether it is right."

"To cut out a complete corpse, one may have to endure extreme emotional turbulence - just like a person after great grief, whose psychological tolerance usually rises considerably."

"You wouldn't have gotten your own teammates killed, would you? After all, there is a reason WE ended up in Hell....." (again deliberately hinting that I am one of you, all equally evil)

It was the same familiar trap: Trần Nhiên deliberately used the pronoun "We" to blacken himself, implying he too was a cold-blooded perpetrator of evil. He wanted to lure the Three-Star group into agreeing offhandedly, thereby indirectly delivering a mistaken judgment about his "innocence".

Trần Nhiên had calculated very quickly, but he still failed to anticipate the monstrous sharpness of the Three-Star group; T5C1 immediately said:

"The sign that you want to trick us into lying in your words is rather heavy; isn't this the Time Vortex newly creating a timeline?"

-Hearing this, TYN saw the plan exposed right on the tip of his tongue! The Three-Star group not only did not fall into the trap but even exposed the secret weapon of our side. Hearing that sentence, TYN did not hesitate for even half an instant. She immediately activated "TV", going to the next timeline.

(Adaptability)

C, 6th timeline

-This time, TYN took the lead herself, because she realized Trần Nhiên was now a pinned target; any word coming out of his mouth at this point would be put under scrutiny with the highest level of vigilance by the old foxes. Having her come forward to throw out the bait might be more natural.

But TYN underestimated the intuition of the Three-Star pack of monsters. Before she could even get going, before she could steer the story toward the conclusion that "Trần Nhiên was an evil person when alive", Đa Kiệt had already swung his blade and cut off all her efforts

Đa Kiệt cut her off.

"You are not suited to tricking people into lying; before, you spoke very little, but from the moment we recovered our skills you began to talk a lot. If I'm not mistaken, the time now is very likely the Time Vortex creating another timeline."
-TYN had no choice but to create a new timeline

D, 7th timeline

Stepping into the new reality, TYN understood full well that she had been placed on the blacklist. If she uttered even half a word more, the Three-Star group's defenses would immediately peak. Reluctantly, she handed the stage back to Trần Nhiên. Holding up her fingers to indicate the number 4, she reminded him that the plan, which should have gone smoothly, had failed 3 times (the previous 3 timelines)

-Seeing this, TN first discarded the first 3 plans he had thought of. He lit a cigarette and pondered, then said

"Only the five of us remain. As the saying goes, good people don't live long, while scourges last a thousand years. That WE have lived this long, I'd guess, is because when alive we did something everyone resented....."

-Before he could finish, the Three-Star group immediately showed grave expressions; seeing that, TN knew he had failed once again.

-TN, disheartened, went on thinking about using "TV" to grind it out.

…..

E, 102nd timeline

-Time reset once more; after TYN reminded TN that this was already the 99th timeline created, TN fell into deep thought.

-Here, he paused for a moment. TN's thinking was very clear: he believed there was surely never a dead end in this world; when facing an obstacle, try reasoning upward from the "lowest-level logic", and there would surely be a decent result.

-Although he did not know whether he had already done this in the previous 98 times, TN still firmly reconsidered.

-Below is TN's line of thought

-The most basic, core logic layer of Hell consists of 3 parts: "Tricking others into lying", "Lying" and "Judging liars".

+ I have been through many instances, and have summarized for myself 3 kinds of lies: "Emotional lies", "Common-sense lies" and "Sentiment lies"
+ Then, based on that, I divided the mechanism for judging whether others are lying into 2 directions: **Subjective and Objective**
+ "Judging others as lying objectively" means that as long as I know the other person is lying, I can certainly judge successfully
+ "Judging others as lying subjectively" means gambling, betting that this guy is lying. Win the bet and he dies; lose the bet and I surely die
+ However, I realized that this judgment mechanism is also all taken from my own point of view; that is, when **I** know he is lying, I am "judging objectively", while if **I** bet he is lying, I am "judging subjectively".

+ For example, if I know you have 1 older brother, yet you say you do not ⇒ I can objectively know that you are lying ⇒ I am the judge, you are the one BEING judged.
+ But if I do not know you have an older brother, then if I want to judge, I can only guess and bet that you are lying ⇒ I am the judge, you are still the one BEING judged.
+ In other words, according to my judgment mechanism, I am always "the one who judges"

-Thinking this far, TN discovered a logical problem, namely **"Hey, then what if I am the one being judged? What would the judgment mechanism be then?" (below continues TN's thoughts)**

+ Simply put, if I do not know you have an older brother, and yet I say you do not ⇒ What I say violates objective truth ⇒ **Objective lie**
+ I have an older brother, but you do not know I have one, and I tell you I have none, because it is my subjective intent to deceive you ⇒ if you want to judge me you must gamble ⇒ in your mind either I die or you die ⇒ This lie is very hard to detect, and may temporarily go unjudged, since the opponent also fears losing the bet ⇒ The statement I make is a **subjective lie (because I proactively put it forward)**
+ That is, it is not only judging a lie that exists; even lying itself has subjectivity and objectivity ⇒ The judge and the judged are not in a relationship of hunter and prey; before the judgment takes place the judge may also be the prey, and the one being judged may also be the hunter.
+ That is, lies also come in 2 types, subjective and objective.
+ **Subjective lie**: I exploit information that I know but you do not know to deceive you
+ **Objective lie**: You exploit information that you know but I do not know to deceive me
+ This leads to one conclusion: while deceiving others into lying, one must avoid being deceived oneself and turned into a liar. The information gap is also a factor to be wary of
+ This also leads to the fact that, besides the 3 types of lies already listed that must be avoided, there is a 4th type to avoid: the "Unknowing lie". That is, you exploit information I do not know to lead me to say something contrary to that information. For example, "you have no older brother", and

I do not know that; if I carelessly say "you have an older brother" I will certainly be counted as a liar; this is extremely hard to avoid.

-Here, TN once again reasoned upward from the root of the laws of Hell, where he lives. And from there he discovered that previously he had always been focused too much on one blind spot: he always regarded himself as the hunter, the one who judges. Therefore he only paid attention to how he could judge others in 2 directions:

+ I know you are lying, I judge
+ I do not know you are lying, I bet you are lying and judge you

-However, he then quickly found that this explanation was still incomplete, because he was only placing his own viewpoint in the role of "the predator", at least on the surface. He considered the viewpoint of one who seems to be "prey", that is, the liar, and quickly discovered that lying can also work in subjective or objective form, the most important aspect of which is exploiting information gaps, making the "predator" unwittingly fall afoul of what he does not know, thinking all is well, only to find in an instant that his identity has changed from hunter to hunted, not yet knowing he has been lied to, nor that the other party has lied. At this point the opponent can fully judge, while he himself dies without understanding when he lied.

-From there, he came to a conclusion that, besides the 3 types of lies already summarized, to avoid being turned into prey unwittingly, one must absolutely avoid speaking on any topic that one does not know about, even in the slightest.

-Only at this point did TN realize why the 3 Three-Star players were so vigilant the moment TN spoke of matters related to when he was alive. Because from the viewpoint of the 3 Three-Star players, what TN did while alive belongs to a domain that only TN knows, an unknown, which must be avoided with all one's might and absolutely must not be touched or spoken carelessly about at that time. No matter how it conflicts with one's own knowledge, this is the survival instinct of the seasoned, experienced Three-Star players.

-Here, TN realized that he had inadvertently touched the red line of the Three-Star players; no wonder they kept being vigilant whenever they heard TN tell of when he was alive, quickly deducing from it that this was a new timeline.

-Only at this point did TN begin to consider how he could deceive the 3 Three-Star players. He decided to choose the approach of "From the process to the result there is only 1, but from the result back to the process there are countless processes". He reasoned that if the 3 Three-Star players had relied on his words to deduce the process that TYN used "TV", then TN could turn their scheme against them by making the process that could be deduced not just 1, but many.

-All of the above thoughts took place within a few seconds (not kidding, the 3 Three-Star players had not even had time to recover their skills, according to the story)

-Before the Three-Star players could recover their skills, TN immediately asked them a question:

"I have a question, regarding judging unknowing lies: for example, suppose my name is not Trần Nhiên, but I say my name is Trần Nhiên, and you also follow along and call me Trần Nhiên; under this hypothesis, who is lying and who is not?"

-The Three-Star players, hearing this, became extremely vigilant; they all knew the danger of the "unknowing lie", and wondered why TN was asking this question.

-Đa Kiệt began to reason: they all knew TYN was not restricted in any way and could freely use the skill "Time Vortex". So TN asking about the judgment mechanism of the "unknowing lie" was very likely to understand the mechanism of this kind of lie, and then have TYN move to a new timeline, exploiting "TV" continuously and relentlessly to trick the Three-Star players into saying unknowing lies.

-Đa Kiệt very soon afterward realized that TN's purpose in asking this in fact did not have only the one layer of meaning above. Because Đa Kiệt and the other Three-Star players had also witnessed TN's intelligence, they thought TN could very likely have deduced the mechanism of the "Unknowing lie" (as above) by himself, so why ask them?

-So they had reason to suspect this was actually just TN blowing smoke ⇒ tricking them into thinking this was still the 3rd timeline by asking a question.

-At this point, Đa Kiệt again thought TN had spoken too obviously, as if afraid they would not think of the 2nd layer, so he considered it still very possibly the 3rd timeline.

-However, right afterward Đa Kiệt and the other Three-Star players also noticed a problem: they had no way of knowing how many layers of meaning TN's words really had, and which layer was true and which false. They could not rule out either of 2 possibilities:

+ This is the 3rd timeline, because TN asked a question about unknowing lies in order to prepare to deal with them in later timelines
+ This is the Nth timeline, TN already knew their answer, and the purpose of asking this way is to make them think they are still in the 3rd timeline

-Of the 2 possibilities above, whichever it is, the Three-Star players have no way of ruling it out directly, because they cannot truly know which timeline TN is in, nor what he is really thinking.

-At this step, by reading minds and thoroughly understanding the terrifying thinking and reasoning ability of the Three-Star players, TN successfully put out a smokescreen, making it impossible for them to deduce whether they were in the original timeline or one created by TYN, and thereby also not knowing whether TYN had used "TV" yet.

-At this point, Đa Kiệt was rather heavily affected psychologically. Because he realized that they had not recovered their skills, and the effect of "Careful Words" was still ongoing, so even if they wanted to stand still and say nothing, they could not. They had to converse or reason so as not to forget common sense, which in turn gave rise to a problem.

+ If this is the Nth timeline, then TYN already knows all the reasoning they are preparing to put forth, and has stated it one step ahead ⇒ The reasoning they say would be reduced to merely repeating TYN's words ⇒ Not valid enough to get past "Careful Words".

-However, Đa Kiệt also immediately realized that the 3 Three-Star players, in "Great Tycoon (2)" had made a promise together that all 3 would talk together to avoid the effect of "Careful Words" ⇒ this seemed to negate the possibility that this was the Nth timeline

-But the 3 players also realized that the making of that promise had taken place not long ago and was too easy to remember; it was unlikely that TN had not noticed it ⇒ it was not certain this was not the Nth timeline; it could very well be that TN was also deliberately tricking them into thinking this was the 3rd timeline

-At this step, it can be seen that TN had calculated almost every thought of the Three-Star players in detail, meticulously producing a result such that whatever clue the group relied on would always yield 2 processes, leaving them no way to determine whether they were in a new timeline or not.

-At this point, the 3 Three-Star players sensed danger and were about to recover their skills right away to avoid a long night full of dreams, when TN suddenly said:

"I know that next you will most likely target me; after all, nearly everyone is dead anyway"

"There are no good people in Hell, and I am no good person either; since you want to kill me, I will strike first to gain the advantage." (Haphazard)

Seeing that Trần Nhiên still wanted to talk, Đa Kiệt, making the most of every opportunity, said: "In that case, shouldn't you also consider, if you were to become an instance, what kind of deciphering game there would be?"

Hearing this, Trần Nhiên stroked his chin: "Come to think of it, if I became an instance, I'd only be one-star, and it would be hard for you to enter this instance; in theory, would it also be very hard to take revenge?"

"Let me think, WHEN ALIVE I DID EVIL DEEDS THAT SEEM SERIOUS, with several lives lost at my hands; do you think that after I die, the instance could turn into the kind involving criminal investigation and deduction?" (Haphazard)

Long Hồi smiled lightly and said: "In other words, you foresee that in this instance you would find it hard to survive and get out?"

"Mm, having just arrived in Hell, there are many things I don't know clearly, for instance, the instance BOSS: when no players come to the instance, how does it normally live, what does it eat and drink?"

Đa Kiệt said with a cold laugh: "Trying to exploit unknowing lies again? You want to know? Wait until after you die and become an instance, then won't it be clear?"

-Then, TYN quickly used "TV" to go to the next timeline.

(Adaptability, Thinking, Reasoning, Manipulation, EQ, Deception, Mind Reading, VCI, PSI, FRI, WMI, Tactic)

E, 103rd timeline

-Arriving at this timeline, TYN began to summarize everything that had happened since the previous timelines.

-In the timeline just past, TN had clearly lied, because he had never done evil when alive, yet now he said "**WHEN ALIVE I DID EVIL DEEDS THAT SEEM SERIOUS**".

-In the timeline just past, Đa Kiệt was tricked and said the lie "wait until after you die and become an instance", because TN had basically never committed any crime, so how could his crimes become an instance? (note that the mechanisms of hell are all deduced by TN, not confirmed by the author)

TYN's sharpness rang an alarm bell. Across hundreds of loops, the Three-Star pack of old foxes had always defended tightly, never uttering half a word about things they were not sure of. Why would Đa Kiệt suddenly expose such a blatant opening?

-At this point, TYN realized that the reason Đa Kiệt dared say such a sentence was that he saw that if TN dared to judge him, the remaining Three-Star players would surely also notice that what TN had just said about himself was off.

-Suppose Đa Kiệt were judged for saying "wait until you die and become an instance"; it would prove one thing: From TN's point of view, he cannot become an instance => And this can only be because he himself believes he did no evil when alive. => Yet TN had just now said "When alive I did evil" => The 2 Three-Star players could together judge TN for lying.

-Therefore, the result if TN dared to judge Đa Kiệt would be to signal Long Hồi and T5C1, leading to mutual destruction.

-However, TYN also felt that Đa Kiệt acting like this was still too wrong; why would he let himself fall into a rather dangerous position where mutual destruction was possible? Whereas before he held himself extremely firmly, falling silent at the slightest mention of anything unknown, saying nothing more.

-Thus, TYN deduced that DK's decision was not carelessness, but a "hoist by one's own petard" trap; very likely the switch from **“When TN was alive he committed no crimes”** to **“When TN dies he will become an instance”**, was most probably a trap set for TN and her.

-It is quite possible that Đa Kiệt understood that whoever dies will become an instance, regardless of whether they committed any crimes. He deliberately said it that way to exploit the fact that TN and TYN might not know the above information about the instance-creation mechanism, and so believe he had lied, then judge him and discover that he could not be judged.

-At this step, TYN also basically did not dare conclude which line of reasoning was correct, because she was not sure whether DK had really been lying just now or deliberately put forth a lie. It can be seen that DK had also played the "hoist by one's own petard" trick on TN, deliberately putting out a result from which, reasoning backward, many processes were possible, making TN and TYN hesitate.

-However, TYN then suddenly realized TN's maneuver. He deliberately said the lie in the previous timeline in the 2nd sentence, that is, to be covered up by the skill "Haphazard" so that the Three-Star players basically did not hear the lie clearly (these are the sentences marked "(Haphazard)" above). TYN could still hear clearly and knew TN was lying because, as in the previous doc, she was not

someone targeted by the 3 Three-Star players. Looking at it from the start until now, the time passed seems long, but in fact only a little more than 1 minute had passed since LTD was killed, at least for the players other than TYN, so they could not have changed their minds suddenly that quickly. (since she had already gone through more than a hundred reincarnation loops)

-Only now did TYN fully awaken to the plan that TN wanted to secretly convey to her. Accordingly, because TN lied, he had created the precondition satisfying promise 3 in "Great Tycoon (2)", which is: lying, and at that point everyone is allowed to hold a gun and judge. The Three-Star players, not knowing this because the effect of "Haphazard" had covered up TN's lie, would be one beat slower than TN (because the Three-Star players' mindset still believed that TN did not dare draw a gun since no one had lied, yet only TN knew he had already lied. The Three-Star players would not think of drawing guns, of course, still thinking no one else had lied). TN could fully draw his gun, then quickly finish judging DK, and TYN, at just that moment, would use "TV", giving the Three-Star players no chance to react, successfully killing DK.

That gap in awareness was the fatal point! It turned out that TN had long ago seen the possibilities that the Three-Star players might rely on the unknowing-lie mechanism to trick TN into lying (also the trap of DK's that TYN deduced above), so he decided to play a different game beyond what they had expected, namely a quick decisive victory, exploiting the thought "Trần Nhiên cannot draw a gun" (formed from the 3rd lie and Đa Kiệt's tactic) to quickly carve up DK, and then have TYN create a new timeline, avoiding being judged himself afterward.

After TYN understood every move and step of Trần Nhiên's, TYN could not hide her excitement. She decisively activated TV, resetting the stage once more. Everything was ready. All that was needed was to trick Đa Kiệt into uttering a falsehood, and Trần Nhiên's gunshot would ring out at once, officially sending one Three-Star scourge into permanent oblivion!

(Adaptability, Thinking, EQ, Tactic, Mind Reading, Foresight)

F, 104th timeline

-Once again arriving at a new timeline, TYN reminded TN just as in the 102nd timeline; just as she was about to carry out this plan of TN's that seemed certain to succeed, a variable unexpectedly occurred.

-It was seen that the 3 Three-Star players all seemed to try to maintain that there would always be 1 of the 3 in a different state of action from the others, that is, not all 3 would be in the state of performing the first action; rather, someone would be at action 1 while someone had not yet done any action.
-This ensured that 1 of the 3 could always evade the skill "Haphazard" without missing any information, and TN's plan, somehow, went bankrupt again.

-At this stage, TN and TYN were almost in despair, feeling extremely frustrated. Because one has to understand that only TYN is the sole one who stores memories, and she only reminds TN, so this should have been a closed system with processes that would surely repeat the same way if neither of them made any change large enough to produce a qualitative shift. Yet even though they kept adapting, changing their words, even replaying plans that had been half-successful in the previous round (only because TYN had not reasoned fast enough), somehow a variable still arose, even though the two of them had not changed anything else compared with last time.

-At this moment, TN had to once again lift his spirits and reconsider the essence of the problem.

-He felt that the Three-Star players were excessively strong, unreasonably strong. Clearly replaying exactly one script, yet somehow in the next replay a new variable arose, even though the two of them had made no major change.

-TN recalled TYN's reminder, and roughly deduced the possibility that someone had actually said an unknowing lie in the earlier timelines. By now, simply replaying the script should have been enough to annihilate; why couldn't it be done?

-It was from this reasoning that TN felt something was off. He understood that some factor must be interfering, helping the 3 Three-Star players always coincidentally produce a variable after each time TN and TYN's plan was half-successful, to prevent it from truly succeeding the next time.

-At this step, TN realized this factor could only lie in the skills of these 3 dogs, because even TN, without TYN's reminder, would repeat exactly the old actions

he had done in the previous timelines; he did not believe the Three-Star players could escape this looping closed system without an outside factor acting, especially given that there was a timeline in which DK had actually been tricked into saying a lie.

-Only then did TN suddenly recall a sentence that Trương Mỹ Lệ had once said: [In general, Wasteland Slayer skills, also four-character ones, and ordinary skills have only one effect at level one, and an extra lasting effect is added at level two; of course some special skills have two effects even at level one.】

-TN had inadvertently overlooked an extremely important detail, namely that the skills of the Three-Star players each have at least 2 effects or more. At this point he began to gradually re-examine the skills of the 3 Three-Star players

[Reasoning one by one!]

[Careful Words: Effect one, within five minutes, if no words are spoken, one kind of common sense will randomly disappear.]

[Effect two, what is said must be locked-room deduction or conversation with another person, otherwise it will be judged as invalid speech, and one kind of common sense will still disappear.]

[Careful Words ruled out!]

[The Emperor Emerges from the Three Rivers: Effect one, weakens a player's skill; effect two, takes control of a player's skill, and can also nullify it.]

[Haphazard: Effect one, once two actions of speaking or doing are satisfied, the brain cannot take in information about the 2nd action.]

[Effect two:????]

[Caught the dog!!!!]

[Damn it, that nearly tricked this old man until his brain bled!]

-At this step, based on the 3 Three-Star players continually being able to produce variables, TN boldly surmised that the 2nd effect of "Haphazard" is “**Memory anchor point. Marks a memory so that it is not forgotten even when time is reset” (Because it is also the only skill among the 3 Three-Star directly related to memory)**

-Also based on this skill effect, we now understand why T5C1 wanted to reveal the information that the Three-Star players do not clearly know the special nature of True Self-tier skills. Because T5C1 could exploit an advantage that Three-Star players like them have, which is always knowing that TN had used TV with the intention of tricking them into lying. TN does not know they know, so he would believe these Three-Star players are still only thinking they are in the 3rd timeline, and then proceed to try to deceive them. What T5C1 wanted to do was to give TN a chance to dare carry out his plan, exploiting the fact that TN basically did not know he had been exposed from the very beginning in order to trick a lie out of TN. This would be extremely likely to happen when TN, after many failed attempts at deception, might try more dangerous measures such as using himself as bait and putting forth a lie.

-Having reasoned this far, he then conveyed this information back to TYN, so that the only other one capable of producing variables could face the skill capable of producing variables.

-The next battle would no longer be about TN, but a battle led by TYN

(Thinking, Adaptability, Reasoning)

G, Nearly a hundred timelines afterward

-TYN did not have thinking as quick and sharp as TN's; at this point she used "TV", trying to stall for time and come up with a scheme that could annihilate DK, who rather counters her skill.

-Having received TN's reasoning, TYN began to ponder deeply, trying to analyze and deduce as much information as possible related to this 2nd effect of "Haphazard". She also realized that the Three-Star players were not so strong as to be unmatched, since Đa Kiệt had at one point really come close to being

tricked to death. So this skill was simply what helped them pretend to be invincible; in fact this group was not so strong that no one could take them down.

-Here, TYN began to reason further about Đa Kiệt's skill. She put forward 2 kinds of possibilities.

+ Possibility 1, DK's skill allows the 3 of them to retain memories in every timeline. However, she could very firmly negate this possibility, because TN in the 3rd timeline said he **"never broke the law"**, while in the 102nd timeline he said "I did many evil things". So if this possibility were true, the 3 Three-Star players in the 102nd timeline would have discovered TN lying, and he would surely have had to die then ⇒ TN could not possibly still be alive now ⇒ DK's skill does not retain memories relating to the original 3rd timeline + it is not possibility 1
+ Possibility 2, the effect is just as TN predicted, merely marking some important information so that it can still be recalled in later timelines ⇒ they very likely marked the memory relating to TYN using "TV", and so could always easily know that this is a new timeline ⇒ They would be more vigilant no matter how many timelines TYN created.

-TYN deliberated for a very long time, spending another roughly 100 timelines considering directions for breaking the deadlock, and finally she suddenly thought of a scheme.

Summary of the later part:

TYN, over another 100 loops, reconsidered the events that had happened. She noticed a signal from an unexpected person: Thứ 5 Chọn 1. The final trap was formed.

- In the 201st timeline, TYN repeated the "script" of the 100th timeline. But just then T5C1 interrupted and exposed her/TN's entire scheme in that timeline, while also pointing out that they had very likely already gone through countless timelines.

- This made TYN appear disheartened and admit that the battle had fallen into a stalemate, as she and TN had exhausted every scheme without taking down even 1 person, and could only wait to resolve it in the final chamber.

- The Three-Star players, hearing this, relaxed a little; T5C1 mentioned that they only needed to wait another 5 minutes until the effect of TV ended.

- Đa Kiệt continued: "Then there are less than 3 minutes left"...

- While still calculating, suddenly, Đa Kiệt went down under the bullets of TYN and T5C1.

TV ended, and everyone's new memories flooded back. It turned out that in the 200th timeline, TYN had caught T5c1's signal and re-activated TV so that T5C1 could use the effect of The Emperor Emerges from the Three Rivers (reread the table). => t5C1 copied and empowered TYN's ability => The actual effect of TV at this point was longer than 5 minutes => Đa Kiệt's statement "less than 3 minutes" had not been deducted for the margin and so counted as a lie => Dead.

Now in this chamber only four people remained: Trần Nhiên, Thu Ý Nùng, Thứ Năm Chọn Một, Long Hồi. They no longer had the mind to fight; all needed rest, preparing for the final battle in the third chamber. As a result, the Tycoon (boss), who had always been overlooked, became the target of attack of all four. Four against one, the Tycoon (boss)'s bankruptcy was only a matter of time.

Through the fight to kill Đa Kiệt, Trần Nhiên had reasoned about the "unknown lie", but it was all only his conjecture; TN knew that if he did not clarify this, he would surely be tricked by the 2 people Long Hồi and T5C1 using it. At this point he had already counter-killed 1 Three-Star; the game now was a bloody fight with no more concessions, and no more cooperating with TN to let TN manipulate and create preconditions for schemes. Therefore he asked the 2 Three-Star about the "unknown lies".

But no one is foolish enough to reveal the position of the gun they are pressing against an opponent's head; with the upper hand, why should they back down.

-At this point Trần Nhiên spent money to buy shares of company 5 (Boss), pulling him back from the brink of death. Trần Nhiên said:

"Now only the four of us remain; if I and Thu Ý Nùng help the Tycoon... If the two of us die because of it, do you think, with only the two of you left, you could beat the Tycoon?"

Trần Nhiên understood that the essence of intimidation is dying together. A barefoot man fears not the man with shoes; you hold a gun and drive me to the end of my rope, and I will drag you down by any means.

Trần Nhiên showed his cards: TN knew the Three-Star planned to use falsehoods about things unknown to deal with them in the third chamber. If the Three-Star did not tell them how to judge those falsehoods, they would die together with you in this chamber.

However, the Three-Star could fully deceive Trần Nhiên while teaching him about "unknown lies"; Trần Nhiên had foreseen this, and Trần Nhiên gave up fighting the 2 Three-Star in this chamber so that the 2 Three-Star would smoothly be left to face each other. Trần Nhiên used the Dark Forest rule.

This theory originates from the famous science fiction novel series The Three-Body Problem. Its core content defines the universe as a dark forest, in which:

+ Every civilization (or every individual) is an armed hunter, lurking in the darkness.
+ Among hunters there exists an absolute "chain of suspicion": No one can trust anyone, because survival resources are limited.
+ Rule of life and death: Any who reveal their position (making a sound, lighting a fire...) will be immediately shot by other hunters to eliminate the potential threat. Silence and concealment are the only way to survive.

In the dark forest of this game, Long Hồi and Thứ Năm Chọn Một are by nature two hungry hunters, mortal enemies who cannot share the same sky. Compared with crushing the ant Trần Nhiên, the hunger to devour an evenly matched competitor alive is the most primal instinct.

Trần Nhiên used his own life to set up a deathtrap: if Thứ Năm Chọn Một dared use a lie to answer the questions, that act would be no different from lighting a torch in the night forest. Long Hồi would not hesitate to seize the opening, draw

his gun to "judge" and blow out Thứ Năm Chọn Một's skull to eliminate a great rival. Conversely, if Long Hồi were the one to open his mouth to deceive, Thứ Năm Chọn Một would likewise immediately pull the trigger and finish off Long Hồi without mercy.

Trần Nhiên's psychological manipulation move had reached perfection. He did not need to point a gun himself, but borrowed the very jealousy and fear of the two Three-Star to bind them. Caught between the line of mass evaporation and the gun of their own kind, a precondition was established by Trần Nhiên: Whoever opens their mouth to answer his questions, that person **MUST SPEAK THE ABSOLUTE TRUTH.**

With even a trace of falsehood, what sends them to hell will not be Trần Nhiên, but the gun barrel of the one standing beside them.

Afterward Trần Nhiên received answers from the 2 Three-Star and gained additional information with which to enter the next battle.

Afterward all 4 surrounded company No. 5 (boss) until it went bankrupt; the four pieces of floor in mid-air merged. They moved before a wall, on which a door appeared. The door slowly opened. Inside was pure white, with nothing clearly visible; the four said no idle words and stepped through the door. On to the next battle!

(Psychology, Adapt, Tactic, Nego, Manip,Infor Gather)