

MIYUKII INHERITANCE GAME FEAT

In a game where 10 players compete to elect a single person to receive a one-million-dollar inheritance, each participant signs a waiver to enter. The players themselves are the candidates, but voting for oneself is prohibited. Participants can form contracts with one another—if a contract is broken, the violators are eliminated. Each player receives a card with a unique ability.

If a player reveals their card to another individual, they are eliminated. The only safe way to learn about others' cards is if all players agree to reveal them simultaneously.

Miyukii receives a card that grants him 20% of the final prize if he receives at least two votes, and with that in mind, he begins his strategy to win the full prize.

At the start of the game, he claims to have the "detective" card and announces that if he fails to identify the player holding the "impostor" card, that impostor will receive a significant share of the prize.

While preventing immediate voting, he cleverly eliminates the possibility of being surprised by a card with such a power. But not only that: knowing that there might be a card that benefits from revealing cards under certain conditions, he plants that idea in everyone's minds by lying about his own card. The "detective," by the nature of its alleged ability, would obviously benefit from identifying the impostor. Since the game is based on influence, eventually those who don’t fit this logic would become the majority and begin to pressure everyone to reveal their cards—but in a way that guarantees no one benefits from it.

A player named "V" responds by pointing out that the "detective" benefits from exposing everyone’s cards, while the "impostor" benefits from hiding theirs. The "detective" then proposes a contract to eliminate suspicion, demanding that everyone sign an agreement stating they won’t benefit from the card reveals. After some pressure, everyone signs—concluding Miyukii’s initial strategy.

As the game progresses, the players’ cards are revealed. Some have minor abilities, like changing their vote before the final decision, but one player holds the "tie" card, which wins if there's a tie for first place. Finally, V holds the "reporter" card, which eliminates the predicted winner if V guesses them correctly—making the runner-up the winner.

Miyukii also reveals his card, showing that if he receives two votes, he'll receive a percentage of the prize.

The player with the tie card, frustrated with V's ability that decreases the chance of a tie, turns against him, accusing him of sabotaging others by hiding his card.

Meanwhile, Miyukii—whose condition is similar to others who depend on receiving votes—starts negotiating and forming alliances. This sparks a wave of deals and negotiations, increasing the chance of a tie—which pleases the tie card holder, while V becomes anxious about the chaotic situation.

Miyukii then warns that impulsive voting could lead to errors, given the complexity of the cards. After having caused a sense of insecurity among everyone, he immediately argues why all players should vote on the same day—like a presidential election. He had foreseen two possible scenarios: in one, chaotic and staggered voting; in the other, more concentrated votes as groups formed. The second scenario would favor him. After showcasing this to the players through practice, he now attempts to influence them further, even seeking an opposing force to strengthen himself, namely the tie card holder—who had already shown a tendency to defend personal interests through irrational expression.

As expected, the tie card holder protests, but Miyukii accuses them of exploiting the chaos. This turns the group against the tie holder, as they realize the disorder could indeed lead to a tie.

To restore order, the players draft a contract setting the voting day, with a clause stating that the procedure from the original

inheritance game contract would be repeated in all future contracts.

Later, Miyukii proposes a new contract, promising to equally divide the winnings among those who vote for him, using contracts as collateral. The plan seems ideal—until the tie card holder invokes the “Schruman Clause.”

According to him, this obscure rule—subtly referenced in the registration system—allows players to be eliminated if contracts become overly subjective, arbitrary, or bureaucratic, entangling participants in complex conditions. The tie card holder accuses Miyukii of trying to please the game’s organizers, who value intelligence and charisma, by using this clause to eliminate signers while nullifying his own contract.

Miyukii, seeing the situation unfold, admits to knowing the Schruman Clause but claims his intent was only to test contractual limits and possibly share the prize fairly. Recognizing the risks, he proposes continuing without contracts. The tie card holder makes a similar proposal.

Despite their past conflicts, Miyukii maintains greater support due to his earlier beneficial actions, while the tie card holder draws a smaller following.

In the midst of this polarization, a “centrist” player emerges, proposing ideas similar to both Miyukii’s and the tie card holder’s. This draws support away from the latter, dividing attention between Miyukii (still posing as the "detective") and this new “third leader.”

On the eve of the vote, Miyukii gathers everyone to secretly observe V. They catch the third leader making a deal with V—suggesting that the third leader knew V's intentions and planned to use V's ability to eliminate Miyukii. Miyukii warns the group not to vote for the third leader, calling him a fraud, since a large payment was likely offered to V, unlike the others. Most agree to follow Miyukii's advice.

However, the tie card holder later reconvenes the group and reveals that Miyukii had also made an identical deal with V, exposing his hypocrisy.

On voting day, V uses his reporter card to predict Miyukii as the winner, noting that Miyukii offered less than the third leader (who was now discredited, though V didn't know it).
Surprisingly, the tie card holder wins—and in an unexpected move, donates 98% of the winnings to Miyukii.

What precisely occurred in this final stage was that Miyukii realized that, while not immediately, eventually—driven by desperation—players would adopt the strategy of using contracts to vote for someone and then distribute the prize. Thus, after humiliating the tie card holder and leaving him with zero chance of winning, he proposed a new strategy to him. If the tie holder won, he would give 40% of the prize to Miyukii, in exchange for absolute obedience.

After signing contracts and collaborating with Miyukii, the tie card holder was shown Miyukii's true plan. The tie card holder would approach V and show him a contract stating 98% of the prize would go to Miyukii, using this to convince V that he had been betrayed, but that he (the tie card holder) had a way to defeat

Miyukii—by spreading a false clause about the original contract and posing as a powerful opposition not only to Miyukii but to himself as well. In exchange for this cooperation, V would give 40% of the final prize to the tie card holder if V won.

Knowing that V could use a third-party candidate to win, V pretended to cooperate with the tie card holder. As a result, three major movements were created. When Miyukii appeared to accept the fake clause, V saw it as Miyukii exploiting the lie to avoid a tie, since he still had a chance of winning.

However, as the days went on, the tie card holder convinced the third leader to propose a contract to V at the last moment—leaving the third leader anxious and needing to meet with V the night before the vote, since daytime meetings were no longer possible.

Miyukii, having predicted and orchestrated all these dynamics, successfully created the ideal scenario in which he received 98% of the prize.