Yuuichi's strategy begins when he gives the players in the sold room a contract to sign regarding a bet on who can guess what order the teams in the end game will be based on their money, and the "final order" will be when 2 or more of the people who take part in the bet confirm the scores. SCAN

In terms of the sold players that were present when the bet was happening, Kaido had 3 players in there, Mishima had 2, Kamishiro had 2, and Yuuichi's team had 3 including Yuuichi himself.

There are 24 possible outcomes for the end game scores based on pure randomness, but Yuuichi likely assumed that it was obvious that every player would choose a bet of their team being in the top ranks, meaning each player had around 4% chance to be correct (otherwise 30-50% if they guaranteed their own team won), so there would be no overlapping, making up a total of 32% chance that a correct guess is made, this is excluding Yuuichi himself whose team didn't know about his plan and therefore likely voted in the same manner as the other players.

Yuuichi's own prediction was:
Kaidou > Kamishiro > Mishima > Katagiri

This is a dangerous position since it means Kaidou's team has a 50% chance of guessing correctly after Yuuichi carries out his strategy, this will spell a loss-con that Yuuichi didn't consider later. SCAN

It must be pointed out that a simple logical conclusion could've been made with common sense for the sold players to know Yuuichi was scamming them:

a guy with a value of 0 walks in
chummies up to the group
asks to "sign a contract" as a form of "fun"
the contract will use our team's money
it requires 2 people to sign it each
->
this guy can walk out of the room and buy himself again for free anytime
the contract allows sold players to play too due to the amount of people signing
the chances of him guessing the correct order by chance is 1/24 or 4%

but he has 2 other people from his team, so that makes it about 12%
even if it's only a 1/10 chance, we could lose all our money no matter what our position is
->
we shouldn't sign the contract

Moving on, the only way Yuuichi could've guessed that Kamishiro could've sold his teammates for a lot of money is via testing him with the 500 million bet. He only could've gauged that from here, because there is zero mention of any background for the girl that Kamishiro sold, meaning Yuuichi cannot use anything like heritage, parents, or networth as a way to figure out her worth.

Shinji **could've** implied that they were fine so long as they just accepted their loss of the 500 million bet. But Yuuichi also says that he didn't think that selling the girl would get them out of their 141 million yen debt. SCAN1 + SCAN2

Since Yuuichi bet on Kaido > Kamishiro > Mishima > Katagiri in his contract with the sold players, this is a significant mistake on his behalf. Kamishiro already being in debt already makes it unlikely that he'd get above Mishima who can easily sell one or two of his girls (who generally go for high prices such as 100-200 million yen.) SCAN

Yuuichi's safest bet would've been Kaido > Mishima > Kamishiro > Katagiri.

WHAT COULD HAVE YUUICHI DONE?

Mishima's final result possibilities (as should have been calculated by Yuuichi): ¥100,000,000 to ¥200,000,000.

This calculation is derived from the observations that Yuuichi had on hand.

Mishima Girl #1: ¥150,000,000

Mishima Girl #2: ¥100,000,000

Kokorogi: ¥200,000,000

Average price of females based off Yuuichi's observations: ¥150,000,000.
SCAN

200 million is a highball, and not a safe bet for Yuuichi. He can either go for the low-ball or mid-ball of 100 or 150 million yen.

Kamishiro's final result possibilities (using both the low and high-balls): -¥41,000,000 to ¥59,000,000.

Both Mishima and Kamishiro are likely to sell a woman from their teams. Mishima can be predicted to only sell one person to make sure he isn't left with ¥0 as his final total in the game, while the same goes for Kamishiro so he can get out of debt and be wheeled around.

Both Kamishiro and Mishima can be expected to receive a similar amount of yen from the selling of their teammates, however, what makes Mishima > Kamishiro far more plausible in the final results are their starting points

Kamishiro goes into this with a debt of -¥141,000,000, while Mishima only has ¥0. This means that even if Kamishiro had the high-balled amount of 200 million from his selling, and Mishima only got 100 million, Mishima would still have ¥59,000,000 more than Kamishiro.

In other words, it was complete LUCK on Yuuichi's part for the girl that Kamishiro sold to net him ¥350,000,000. Even with this amount, Kamishiro only got 9 million yen more than Mishima, who got ¥200,000,000 from the girl he sold. This is dangerously close despite the absurd amount that Kamishiro received.

4 POSSIBLE OUTCOMES:

For reference, here are the fees:

Kokorogi - 200M Yen
Kei - 40M Yen
Tenji - 10M Yen
Shibe - 80M Yen
Leaving the Ship - 50M Yen

Total Cost of Yuuichi's Hedge Bet with the condition of losing to Satone: 380M Yen

OUTCOME 1:

Yuuichi beats Satone, and one of Kaidou's men guess the order correctly (remember, this is 50% possible):

We know Yuuichi changed his bet from 800M on Satone's side to Kaidou's life (SCAN), meaning his money wouldn't change, but he'd split the Mishima + Kamishiro profits with Kaidou's team, ultimately causing a scenario similar to canon, where Yuuichi still dominates the game but to a highly lesser degree.
Money at the end - 480M + 204.5M from the order bet = 684.5M
Buys Shibe - 604.5M
Buys Tenji - 594.5M
Leave the Ship - 544.5M
Left over - 544.5M

Loses his friend's trust after he kills a man for a bet.

OUTCOME 2:

Beats Satone, none of Kaidou's men guessed correctly.
Doesn't split the money, netting him a grand total left over of ¥749M.
Loses his friend's trust after he kills a man for a bet.

OUTCOME 3 (WORST SCENARIO):

Yuuichi loses to Satone, one of Kaidou's men guesses correctly.
Yuuichi loses all his money, but due to the bet, he gains ¥204.5M, which isn't enough to buy back all his friends, and will have to opt to leave Kokorogi behind.
His friends lose faith in him and Kokorogi will likely buy herself out of the game with her influence.

OUTCOME 4 (CANON SCENARIO):

Yuuichi loses to Satone, and none of Kaidou's men guess the order correctly.
Yuuichi guesses the order correctly via luck.

BEST DECISION:
Yuuichi's best move in this strategy:
Personally bet on Kaido > Mishima > Kamishiro > Katagiri. This has the highest probability of being the final result based on prices of the women and the current positions on the board.
Have Tenji or Shibe bet on Kaido > Kamishiro > Mishima > Katagiri.

If Yuuichi had put a little more thought into his strategy, it would've been insanely unstoppable, but in canon, it was just a huge string of luck that ended up saving Yuuichi and allowing him to win in such a dominant manner.

Outcomes 1-3 all have extreme downsides, yet all were very very plausible logically; Yuuichi's strategy could've been countered completely with common sense to begin with, had he put more thought into his acting and rule creation, he would've guaranteed outcome 4 more logically, ultimately, Yuuichi miscalculated heavily in All Bets, and would've lost miserably in the most logical scenario.

Yuuichi's manipulation of Kamishiro remains impressive, but his strategic foresight and logical reasoning proves once again to be very lackluster.

- Inferno.