Feat Baku Hanging Man Arc

●Before entering the game, the two sides had a bit of a fight with each other, the main boy accidentally stole the whistle to shoot the gun on the stone ceiling (Note this), entered the match because the main didn't have enough bets. (main only has 50 million, the other guy has up to 1 billion) so main accepts substitutes in exchange for the investment of bets from investors (main changes if main loses the main network will belong to investors and if main win 30% of the winning main bet will be given to investors) main is invested 2 billion 5 (because main is a famous guy in the organization before, but because he lost to the boss of the organization, he got out) because the main has 2 billion 5 and the other guy has 1 billion each, so this time the other guy lacks the bet because the other guy loses the bet so he doesn't have the right to decide the game (even if he calls for it, it's not enough. main) so the game investors decide to play is Hangman

● The rules of the game are very simple, the gallows will be built in a certain number of steps (the number of steps is determined by the judges, and it's okay to cheat undetected) that number of steps will be subtracted from the number of steps that the main player takes. draw (Old man) while playing cards (for example, the number of steps to build the gallows is 11 steps, the main draw card of the hanger (called Old man) has the number 5, the number of steps to build the gallows will remain 6) If anyone has the number of steps to build the gallows to zero first, they will die

●Main with the other guy will play Old man (chosen by the guy with less money blindfolded) to determine who will be gallowed and die first (this Old man game is similar to Phom game in Vietnam) will have 21 cards including 1 Old man and 10 pairs, dealt to 2 players 1 side will have 10 cards and 1 side will have 11 cards (cards dealt by the judge without cheating) 11 cards will include cards Old man, at the end of each round, this side will draw one card from the other side, until one side has 5 pairs, after winning, whoever still holds the Old man card will have the number on the Old man card deducted from the number of steps to build the stand. neck (Old man has numbers from 1 to 5) (Hands with pairs will give that pair to the judge and start drawing again for all 5 pairs of pictures below) (number of gallows steps is 11)

● First to determine who is the first player, the main suddenly reached out his hand to raise the hammer. The other guy paused for a moment and then took out the bag (Note this detail) then the main guy said he was joking to decide. Let the other guy play whatever he wants to win, then the other guy chooses to go later with 10 cards (the fewer cards the better in this game).

● Starting Round 1, the main card consists of 4 pairs and 3 odd cards (the main card has 11 cards chosen by the other player, including the Old man card), that is, the other player will have 4 pairs and 2 odd cards (not included). Old man card), main goes before main it picks any one of the other's 2 cards, it will also be a pair (ie main will have 1 card and 1 Old man card) as long as the other guy doesn't hit the Old card man it will win round 1 and it won't hit the real Old man card Round 1 main loses, the main it speaker drops the Old man card on the ground (pay attention to this detail) saying it's the same number as you see it does I'm 5 steps closer to the gallows (Old man has the number 5) the other guy paused for a moment

and picked up the card and gave it to the player (note this detail), then main pretended to run and type Continue to the foot (pay attention to this one too)

● Round 2 baku has 10 cards, the other guy has 11 cards including Old man card. After a while, Baku eliminated 3 pairs and 4 cards also eliminated 3 pairs and 5 cards included Old man card. the other draw 1 card from baku gets 1 extra pair (4 cards left including Old man card) , baku baku draw 1 card get 1 extra pair (3 cards left excluding Old man card) after some more rounds like that baku 1 card left and the other guy has 2 cards including Old man card (this part is 100% normal luck, normal luck does not calculate anything, so there is no plot armor) in this round the old man has not been withdrawn Every time it hits, it's baku's turn to draw as long as Baku draws a normal card, he will win but baku draws an Old man card so now the other guy has 1 baku card and 2 including the Old man card, it's the other guy's turn to draw if it hits a normal card, it wins and it draws real and baku loses round 2 (Old card has the number 4) ie Baku master has 2 more steps for the gallows to form (baku will lose if the gallows is won) form)

● Round 3 Starting the third round Baku continues to have 10 cards and the other guy has 11 cards including the Old man card, starting the round on both sides there are 3 pairs so Baku has 4 cards left, the other 5 cards include Old man, Baku started acting so scared he didn't dare to draw it started to prolong the time draw cards, the other guy got angry because baku didn't draw (because in this game there is no time limit) baku started acting scared (below) asking if he wanted to change the time limit rule he had to start over (Of course, the other guy dell accepts) , in the end the 2 judges agreed to decide that although there was no time limit before the start, now because it can't be delayed forever, they give each time limit. The side that has a few minutes to draw is 1 minute (note the last one) at the end of the round, the baku loser with the Old man card is 1 point, only 1 step left, Baku will lose and die

● Round 4 begins (Ignore the beginning of each card) after the first minute baku has 2 cards including Old man, the other guy has 1 card left, it's the other guy's turn to draw Baku and start changing the hand angle. right , to the left (pay attention to the last one) baku it changes angle continuously and the other guy hesitates and then has to withdraw because of time pressure (this is because the previous round it created time pressure by itself 1 minutes) he drew an Old man card, then when it came to baku baku power he drew a normal card and won the first round (with the first round and a few rounds ago the guy had gotten used to putting the Old man card to the right, so Baku had Pay attention and win this round (Old has 3, the other guy will have 8 steps left)

● Round 5 as well as previous rounds was nothing special and Baku won (Except for round 2, all baku rounds are not played by luck, will be explained at the end) Old man card has the number 4 (meaning the winner). there are 4 steps left to die)

● Round 6 Old man cards are dealt to Baku Old man card is number 5 which means whoever loses will die, the other guy shouts "This will be our last round" (:))) stupid vaicalol) After drawing cards By the time Baku had 2 cards and the other guy had 1 left, it was his turn to draw baku, it did the same as round 4, switched back and forth, the other guy drew the Old Man card because Baku gave it to the other guy to draw (Baku intentionally Show the other guy to withdraw (will explain below)). Then it was Baku's turn, Baku stopped close to the other guy to look at the card but he didn't detect it (will explain below), no one was

allowed to say or announce anything while the two players were playing (The cheat was not detected by both sides will not be penalized), so baku knew which card to draw then baku while drawing cards drew an 8 to draw like the old card picture below, then he got married because he thought Baku drawn was Old man because he thought main had drawn an Old man card, but it turned out that it was just a seed, not an Old man card. In the end, main won and the other guy died.

● Explanation :
- Firstly, why did the guy mistake the baku card drawn for the Old man card because he looked through the camera and saw that the baku drawing looked like the Old man card, so he laughed even though his baku didn't show his cards.

- From the very beginning, Baku knew that the guy was completely blind, using artificial vision to observe through the cameras, because when choosing a game, even though he was blindfolded, he still saw very clearly and chose decisively. so Baku it suspected since then (about the artificial vision it will not see with the eyes but will see directly with the optic nerves in the brain through the cameras mounted in it before) now suspect guess what, then through reaction to action when the main teammate snatched the gun and rock-paper-scissors when he paused for a moment baku guessed it happened in the blind spot of the camera

- At the end of round 1, fake Baku dropped the card on the floor to see how it picked up, At that time he saw the card but didn't pick it up but stopped, Baku guessed that the camera was spinning and Adjust its viewing angle, then Baku starts counting by repeatedly tapping its legs to know what rules it moves, through which Baku draws the conclusion that it sees through 6 cameras and each one it will work for approximately 10 seconds (Explain baku it changes the card angle continuously so that the other guy's camera doesn't change the angle in time)

- Notice the time when the main friend stole the whistle right at the beginning he broke a camera so the other guy will be blind for 10 seconds (Baku determined through rock-paper-scissors and counting) (this phase also has awareness space) Baku it constantly switches cards to force the other guy to draw blind cards, so there's the incident of putting Old man up for the other guy to draw, the last phase of main looking straight at his card without being detected is also because this blind spot.
===> This game shows performance, EQ, IQ, Spatial perception

Feat Baku (Usogui) :
Arc Labyrinth (Game 1) :
-At the beginning of the game, the player must choose one of his memories to bet if he wins, he will get 100 million if he loses, he will lose his memory on that day (the amount can increase depending on the importance of the day) (the This day is used to free criminals with high positions, so the higher the position on the day, the more money.

-The law of the maze is like this, isn't it
The 2 sides will draw the maze (on a 6x6 sheet of paper) and not tell each other anything about the maze of the 2 sides, only know the exit and the entrance, each side will have 20 turns to complete the maze of theirs. me (maybe less), the completed maze must reasonably

have at least 1 exit, the first person will start from the entrance and go to the next box (next to the entrance) that they choose, if they meet a wall will pass the turn to the next person, the rest will continue to go until the exit, whoever gets to the exit first will win.

When you finish drawing the maze, both sides will clip the maze sheet to a clip and give it to the administrator to make a copy for checking right and wrong, when the 2 people go.

Before entering the 1st round, baku did some acting, after paying attention to the pen, the clip, (will explain later) Baku started acting (Picture below) stood up and went to the copier, said it is possible to cheat with this machine using high technology (the goal is for the Referee to copy the maze by handwriting, not using a photocopier) and baku has achieved the goal before going to round 1

At the beginning of Round 1 Baku wanted the Referee to give him a Pencil for the reason that, Baku wanted to draw a Difficult Maze, complete with a Ballpoint Pen he couldn't correct any strokes, so he wanted to do it with Pencil (Acting, MIND READING, PLAN)

After completing the labyrinth, both sides give the referee a copy of the paper and start deciphering the maze
The other man went first (Because he said from the beginning that I spent hundreds of millions on your memory, I will be the first) and he walked a lot of steps (Figure Below) according to the law if he didn't meet the wall then will go ahead and the other guy gets blocked at the last step (meet the wall) (will explain in the explanation) , then it's Baku's turn and it's done (Baku then performed some of the games pictured below)

At the end of the first round, Baku won 100 million (agreement from the beginning)

At the beginning of the game, the player must choose one of his memories to bet if he wins, he will get 100 million if he loses, he will lose his memory on that day (the amount can increase depending on the importance of the day) (the date of the game). This is used to free criminals with high positions, so the higher the position, the more money on the day of the crime.

-After the end of the first round, baku started acting, he said he had nothing but the date he bet in the previous round, so he withdrew (At this time, baku may be doing this to increase the bet (explained later))) (ACT), the other man told Baku that if you only win one round and then withdraw, it's not fair here we don't do that :v , the two sides started arguing, and the manager told the two of you to play 2 more rounds, Baku is forced to choose a date to bet (on the table the bet amount will be more and not on the bet table will be less, even if there is a day, it will not be 1 billion yen (this amount explains later)) Baku said he only remembers the date he made a bet, which is April 9, 2001 (this date will be explained later) (MANIP, PLAN, SCAM), this date is not on the bet table so he the other specified the price for this day 1 million yen, the two sat down at the table to continue drawing the maze for the second round. The other man while drawing the maze said he wanted to draw a difficult version, so he wanted to borrow Baku's pencil to use as the first round (the whole room) only 1 pencil) , after i finished drawing 2 people gave the maze to the referee to copy then 2 people started to solve the maze (The final result Baku lost, the results will be explained later) the playing process is as shown

-After the end of round 2 Baku it lost but achieved the goal it wanted (it deliberately lost) to achieve its goal, taking advantage of him to play with it without knowing its true identity and game mechanics. The player who has lost his memory will receive an incident that happened on that day to become the bearer of the person who caused it (April 9, 2001) Baku chooses the day he failed in the "Surpassing the leader" contest. That day's failure caused it to receive a death sentence from Hal (Winner that day) and disqualify him from participating in "Surpassing the Leader" again, because the event that had to be received on that day was Baku's and Baku was the one giving it. memory so it won't be the one who takes the "Surpassing the leader" case anymore, but the one who receives the memory (meaning he won round 2) Baku after round 2 it changed the date, removed the death sentence and regained its eligibility to participate " Surpassing the leader " if qualified and pushed all it has to endure to the winner of round 2 (PLAN , MANIP , SCAM)

-Baku is basically the day that Baku bets are related to the player's organization, so he has to ask the organization about the decision (And it decides at the end of this game what the organization's things will not be bet on). more bets) , the organization decides the bet is valid and will continue the things in the bet , so he who wins round 2 will receive the death sentence instead of Baku but Because he was in a game where violence was prohibited, he couldn't take the other man's life right away, because in order to escape the death penalty, the other man decided to raise the bet to 1 billion for Baku to accept but Baku wanted 1 billion, the day he Baku is gone, information about the criminals who caused the above case But the other man did not know about the people who directly caused the case, but only knew through the customers who gave the date of the crime and the money, so Baku closed it. this and 1 billion yen + Day of the lost main (MANIP, LAP PLAN (thanks to the fake loss in the 2nd round, giving the death sentence to the other man, baku forced him to play the 3rd round with many benefits for baku as above)), before entering the 3rd round because the other man got angry, he broke the only pencil in the room, so both had to use pens for round 3.

-At the beginning of Round 3 He won round 2 pretending to fly his maze drawing paper with the purpose of looking at Baku's paper (Do you use a pencil or not because round 1 has enough time to draw 2 boards), if it is the pencil owner will tell the administrator to cancel and redo 2 new sheets , if not then he will play fair (depends on luck) , Baku sees the other guy 's card when it goes up , and the other guy sees it too . Baku, the Game Manager reminded both of them that they had seen each other's labyrinths, whether they were cleared to do it again or not, Baku said it would do it again (if not, it will depend on Luck, because Baku knows the other guy's trick). like it later) so Baku will preserve the game and will draw 2 new sheets to do it again) (PLAN PLAN , PERFORMANCE to have 2 new copies to be sure the other guy cheats) After doing it again, both sides give it to the manager. the game copied 2 copies and continued with his maze game, the other man went first and failed in the last round (the process can be seen below), it came to Baku because the other man met the wall and Baku won in just one turn lurking below.

- Explanation:
From the beginning Baku noticed the pen, the paper and the clip, that pen has a special oil layer component that can transfer ink from paper A to paper B with the image upside down (OBSERVATION, KNOWLEDGE, KNOWLEDGE). DISCUSSION , PLANNING)

The other guy's trick used in this game is to let Baku put the paper in the clip first and then give it to the other guy, he will clip it back without opening the clip, Baku will draw and the other guy will clip the white paper, that is, the ink on the Baku paper will transfer to the other man's sheet with the image upside down, he just needs to hide the entrance and exit opposite to Baku to get a copy of the Maze that is identical to Baku but reversed (And because have a flip version in hand, so it's easy to know where the wall is to win).
Round 1 is drawn by Baku with a pencil, so the ink will not transfer to the other man's sheet, which means that the other man will be white paper, Baku will win no matter what, and Baku's side will draw with a pencil, so there will be a wall to block him. , this round Baku stole the eraser from the pencil to play round 3 (PLAN , SCAM)

In round 2, Baku deliberately lost nothing to discuss (MANIP SCAM as analyzed in round 2)

In Round 3, because there was an eraser in the stolen pencil on the 1st floor, when drawing the Maze Baku used an eraser to erase the oil layer on B2 on the main side and Draw it on the back of the C2 line, that is, the sheet that you copied in the clamp it will change the line B2 to line C2 (Figure below) so Baku it drew a full maze of 20 lines and the copy sheet to the other side also has 20 lines but the difference in (B2 and C2) makes his last turn The other guy hit the wall because Baku was a cheater, so he knew all the ways of the maze so Win (DISCUSSION , KNOWLEDGE , PLAN , SCAM)

Summary Baku Win 1 billion 100 , deleted the death sentence , saved the brother , There is information about L-File (data about the names that committed crimes in the days are on the board of this game).

Feat baku in minotaur labyrinth
Minotaur Labyrinth game rules:

- The maze consists of a total of 36 6 x 6 rooms, similar to the paper maze used in the battle with Yukiide. There are doors on all four sides of each room without exception, including the normal rooms and those in the corner.

- Surveillance cameras are installed in each room, and can observe other rooms inside the control room.

- Doors to rooms without locks, locks are controlled by outside control rooms.

- At the start of the game, the four players will not know their position or the position of the other players and will start the game in any one of the 36 rooms of the maze. To decide the player's turn, it is decided by rock-paper-scissors as suggested by Kadokura. However, due to the blindfolded state, in the early stages, the player's starting order is unknown (unless they start in the same room).

- The maze created by Kadokura for four players, each player will have a different maze path, and there will also be different exits for each person, each turn the maze will change

itself for each player. each player. The suggestions Kadokura gave to go through all the rooms in the shortest time were "Maze created based on a certain rule" and "One Cross".

- The solving of the maze is turn-based and one person advances through the maze in a predetermined order. The time limit for choosing a door is 5 minutes for each room and the turn ends when the player touches a locked door. Then the turn is changed.

- Players get 1M Point for each room in the maze. This M is taken from the Minotaur's initials and is used in later M-Time.

- When players (both enemies and allies) meet in the same room, both will use the MP accumulated so far and will notify the Kakerou staff via walkie-talkie so that communication is given in advance When the game starts, when both have informed Kakerou of the MP they will use, the result will be announced, whoever is higher will have control of the M-Time.

- In 30 seconds M-Time, the winning side can overwhelm the opponent. The loser can dodge the attack during this time, but is not allowed to counterattack. If the displayed MP number is the same number, then the two sides will rush into a fight.

- After the M-Time ends, the loser will have to take a break, and if it's the loser's turn, the turn will end there and the winner will be able to continue through the maze. However, it is not allowed to go against the route taken during that turn, for example going back to the room where the loser stayed and playing M-Time against the loser again. If the loser dies in M-Time, the loser's MP goes to the winner.

- The player wins if he clears the maze while manipulating other players with MP and gets to the goal faster, or if both opposing teams can't continue (died).

- Minowa and Amako are not allowed to interact with Kakerou staff, even touching each other's clothes is not allowed. And all devices that communicate with each other must be collected.

- Except in M-Time, touching other players will not be allowed (To avoid violence between players).
Minotaur Labyrinth Game:

- The tools Baku brings when entering the game include: A walkie-talkie to communicate with Kakerou, another walkie-talkie and a scroll of Yukiide's Labyrinth.

- Amako and Baku were brought to the same room, because it was Baku's turn first, so Amako still didn't take off his blindfold, Baku pretended to be Minowa trying to trick Amako, but Amako realized that this was not the real Minowa but because someone pretends to be, Amako also knows this is a corner room but deliberately tricked Baku by saying that this is not a corner room and trying to lure Baku to the 2 doors in the corner means that those 2 doors won't open It's just a wall. Baku knew well that Amako was lying but he could see right through Amako's lie. When he first started baku observed the situation and knocked on the wall to check the echo and determine if the room was in the corner or not. said that this room is not in the corner and suggested that the 2 doors in the corner are the doors, he took

advantage of baku's fake voice to trick baku that he didn't know and pointed the wrong door to him, but baku read the other man and showed him thinking that if he really knew, he would choose 2 doors in the corner to eliminate:

+ if baku chooses wrong => he will eliminate 2 doors and increase the probability of choosing the right door to 50% or 100% if the 2 doors are assumed to be completely in the corner

+ if baku chooses right, the rate of choosing the right door is still 50% or 100% in the same case

=> Baku speculated and chose 2 different doors than the 2 originally proposed because

+ if baku chooses correctly, the rate of choosing the other guy will decrease, now he will not know if the original 2 doors are exactly 2 corners of the wall or not and the corner of the door next to the baku door whether it is the right door or hitting the wall

+if wrong, the marriage rate will increase to 50% but so will baku

=> I have turned the 25% disadvantageous selection rate into 50% for both parties or created a disadvantageous rate for the other spouse if he chose correctly (mind reader + deduction). (One more important detail that when Amako talks to Baku, using the word "Mi" is quite important in Baku's judgment later) scan H 1.1 and H1.2
As a result, baku was lucky to choose the right door. Baku also deduced which room he was in among the 36 rooms, the first is the room that Baku and everyone in before starting the game is F3, room F3 has a door handle. is placed on the left side, so according to the structure, the rooms around F3 will have door handles placed on the right side. And according to the maze, there are 36 rooms and alternating like that, we can eliminate 18 rooms with door handles on the right, because Baku's current room is in the corner and has a door handle on the left = >the room in that corner could be F1 or A6.(deduction +logical thinking) san H2.1

Next, he went through the first room quite simply with 2 choices, then through the next room with 3 choices, then he chose the wrong door after tg waited for his turn to choose again and continued to be wrong H2.3,H2 .4

- Baku then bumped into Minowa at E5 and both of them entered M-Time, both of them told through their personal radios how many MPs they would use this round, but Minowa only used 1MP because Minowa believed he scared Baku enough. then Baku will be scared and use up the MP currently Baku has. Baku may know that his brain's ability to win games is low, so he will give a small bet to lose points => Baku will push his tg to 2 MP, simply if he gives out too much, the next game he will be beaten back is high. => should be out at least to preserve. As a result, Minowa lost, but the MP that Baku consumed at M-Time this time was only 2MP, just enough than Minowa 1MP (mind reader)

After Minowa lost to Minowa, he had to take a break according to the rules. And the room with 3 directions is locked, Baku deduced that there are some rooms that cannot be opened

from the inside but can be opened from other rooms (For example, from F3 -> F2 cannot be opened, but go from the direction F2 -> F3 is fine)(logical resoning+ critical thinking)

- This maze is a high density building, the oxygen level in each room is quite limited. However, rooms of this size would usually not affect a person's life simply because of the lack of oxygen if just breathing. If so, it is important that the structure of the drains and the structure allows for multiple compartments to drain at the same time.

The pressure and oxygen will be fluctuated by the water flow. This construction is similar to a suction machine, allowing the pressure in the attached piping to drop.

That is, when room C3 is being used as a water tank and is draining, the room associated with C3 will have a reduced oxygen density. Nanpou another staff member in MPD Tokyo, because he observed Kadokura, Amako, Baku from another observation room, he prepared this trap in advance so that anyone who entered room C2 would die (C2 linked to C3) and C3 is draining). And called Amako in advance about this trap room, but did not specify which room.

- Baku goes back to F3 and picks up the phone he had placed there before the game started. By the time Baku reached F3, Baku had gradually grasped his route. Baku envisions himself starting at A6, meeting Minowa at E5, and now going to F3 to pick up the phone. I figured out the maze path and started counting the remaining mp of the match (preparation + logical resoning)

- Marco and Minowa met for the first time at E6 and Marco was messed up by Minowa about MP so Marco lost to M-Time and got punched, Marco then chased Minowa and punched each other again at C5 and Marco won , after Marco won, Kakerou's staff came in and checked the status of the 2 people alive or dead. Minowa was still breathing, Marco was given 5 minutes to get up and continue his turn. Baku during that time also solved Kadokura's maze based on William L. Black's Black game, so everyone can understand the rules] once solved also knows the number of rooms that Baku has to go through to get to the exit is 43 rooms, and can guess the exit is at A1 or A5, if Baku can go right in room D2, the exit will be A5, and if left at D2 the exit will be at A1.(deduction)

- The "Venturi effect" describes the properties of water flow, stating that the lower the water temperature, the more vacuum there is. Currently, the water temperature is about 15 degrees Celsius. If so, if this were a completely enclosed room, the pressure of the room would be approximately 0.017atm, even though it is a room that is not completely sealed, the amount of oxygen. is also approaching zero, then the probability of humans surviving will be 0%. (1 Atm pressure consists of about 21% oxygen gas.)

- Anyone entering room C2 will feel like there is a wind that sucks them into the room. The fact is that the pressures of the two connecting rooms tend to be equal. Thus, both chambers will now have a pressure of about 0.5 atm, with an oxygen level of 11%. The biggest danger to those entering the chamber is a change in oxygen levels, not pressure. If the oxygen level drops to about 11%, the air will make people feel nauseous and dizzy and will eventually become a lethal transparent poison.

- Baku is now entering room C2, the room linked to room C3 and meant to also enter the room with low oxygen density. According to Kadokura, a person who wants to live through this room must open at least two other doors to balance the oxygen level in C2. That is not to mention this is a trap that no one knows in advance, no one has information where it is located so it is difficult to judge. Amako knew about the trap but did not tell Minowa for fear of leaking the information to Baku and Marco. Baku entered C2 due to weak physical strength, so even if he escaped from an accident, he would run to D1 or through D2 to the maximum, but when Kadokura arrived, he still seemed tired but still walking well, according to Kadokura if Baku's path goes from C3 -> C2, Baku can judge the trap, but Baku's path does not go through C3. The reason for this is that before entering C2 Baku uses the Labyrinth notebooks obtained before entering the game to make a door stop at C1, while the door C1 is still open, the pressure will be released. The reason Baku put the notebook in C1 can be understood simply because this is the enemy territory at first, no one knows what will happen and what Baku does is simply a life insurance. Second, Baku judged that there was a high probability that these rooms could serve as cisterns. Baku says he's stunned and asks Kadokura to open the door.(deduction+quick think)

- Baku bumped into Amako in D3, Amako wondered if Baku died in C2 then because when he heard the sound through the water pipe, Amako heard a lot of footsteps running in the maze, so he mistakenly thought that Kakerou staff was running around in the maze to clean up Baku's body. When he met Amako in D3, Baku was trying to hide the fact that he had met Minowa because he wanted to lose on purpose and let Amako spend as much MP as possible so that later when he encounters Marco, Amako will be beaten to death by Marco. Amako at this point already knew that Baku hit Minowa before the important thing here was to think about how much MP Baku used while fighting Minowa. If Amako thinks Baku used a lot when fighting Minowa, then Amako will now use less MP to fight Baku => Baku has a higher chance of winning.

- According to Amako, the scenario will be like this, after fighting Minowa, Baku's remaining MP is 13 MP and if the two meet in D3 like this, Amako's MP will be 30 MP and Baku's will be 28 MP (2MP short of Amako due to Minowa), Amako thinks that Baku is trying to make Amako waste all 30 MP against Baku, and after Amako wins and goes through D4 will hit Marco, Marco will then has 1MP, Amako from D3

-> D4 will increase to 1MP and when 2 people with equal MP will rush into battle, 100% Amako will lose. If Amako doesn't know all this then Amako will lose, which means that instead of using 30 MP and only using 29 MP, it will beat Baku's 28 MP and through D4 it will become 2MP and still be enough to beat Marco. But one more thing is the shirt change between Baku and the Kakerou staff before the game happened and the rule that Amako and Minowa are not allowed to touch even just the clothes of the Kakerou staff, if Amako wins the M-Time this time and accidentally touching Baku's body will be counted as breaking the rules and will lose, so Amako calculated ahead and asked Kadokura if such a silly rule would count in this situation. As a result, in M-Time, Baku's clothes and normal people's items are not broken. When changing shirts, Baku also intentionally spilled more blood on the new shirt to trick Amako but failed.

- As a result, after entering M-Time in D3, Amako lost to Baku with Baku using 30 MP and Amako using 29 MP. After defeating Amako, Baku uses Morse code to exchange with Minowa through the aqueduct, this is Baku pretending to be Amako to lead Minowa out of Baku's route so that Baku can reach his destination without ever touching Minowa. . But because Marco in D4 was in a critical state, both Baku and Marco skipped their turn, switched to Minowa's turn, Amako didn't have a turn because she just lost to Baku in M-Time, so she had to take a break. Minowa just had to go through C2 room, so she was upset that Amako didn't inform her that C2 was a trap room, Minowa used MP in M-Time to kill Amako. Then Baku and Minowa clashed against A5, Minowa used 3 MP, Baku used 4 MP

=> Baku won M-Time and also won the Minotaur Labyrinth. Kadokura noticed from the time he met Amako in D3 that Baku kept covering his face with his left hand, possibly because of the injury from Amako's 2 hits before the game started, but the truth is that Baku is using his hand to cover it. wear another walkie-talkie in the other ear.(manip + mind reader + planning + logical reasoning) scan chapter 140 of the manga

Explain Baku's plan and why Baku won:

- At the beginning of the game, Baku tapped the wall a few times, then started to pretend to be Minowa to trick Amako, at that time Amako was about to say "Mi" and then changed it to Minowa, what Amako was thinking might be Mizuiro (Green) or Midori (Blue), not to mention Baku's act of knocking on the wall can cause a Synesthesia sufferer like Amako to hear sounds and colors, and one more thing that makes Baku deduce Amako is sick with Synesthesia because Baku fakes his voice very well, it is Kadokura who examines this round, seeing that Amako wasn't fooled by Baku's fake voice, also said that Amako distinguishes between two real voices and pretends to be nothing. And since the pipes in this maze are all interconnected between rooms, Amako only needs to stand still in one room and listen to the sound through the pipes, the sound between the players, with the difference between each door. and the distance Amako can distinguish different colors, so Amako can know the progress of each player. Amako and Minowa always go together, so it's simple for Amako to distinguish Minowa's colors, Baku is in the same room as Amako at the beginning of the game, so knowing Baku's color is not difficult, using subtraction the final color will be Marco's. And thanks to this, the fact that Amako has 3 times more information than other players, another reason why Amako stays in one place in the labyrinth is because of the trap room that Nanpou set up, Amako is not sure if it is. which room should not move

- Amako and Minowa communicate through the pipe using Morse code, Baku put the phone behind the plumbing at F3 and turned on the recording mode, when Baku returned to get the phone, he heard Morse code between Minowa and Amako, when listening If so, Baku has the information of all other players, their locations and MPs, but also because of this Baku is also sure that Amako will know Marco's location in D4 and will fall into Baku's trap . The reason Baku suspects C2 is a trap room is partly because in the Morse code, Amako is the one who knows all the players' positions in the maze, but when Baku is about to reach the finish line, Amako still hasn't moved. , didn't worry or give Minowa any solution

=> Baku questioned "Amako is still hiding cards", next this is the enemy's range and this maze can be used for water tank, and according to information from Morse code, room C2 is

the only room that has not been passed by any player => All of the above causes Baku to take the Labyrinth scroll placed in C1 to keep.

- Baku after entering the trap room C2 escaped, then retreated to D2 the problem is that when Baku went from D2 to D3, at the same time Kadokura ran into the maze, 2 people opened the door at the same time, making Amako unable to distinguish which color is. of Baku -> Amako is missing information about Baku moving from D2 -> D3 and assumes Baku has died at D2. Baku used this point to make a bet that affected Amako's color-hearing disease. D3 -> C3, C3 -> C2, by asking Kadokura to open the door for him and at the same time Baku also opened another door, Baku made a sound that caused Amako to miscalculate Baku's MP. Baku makes others unaware that it is in D3 with 30MP. => Baku beat Amako in D3 with 30 MP > 29MP

- The reason why Baku in 2 encounters with Minowa both won with MP only 1 MP apart. While Baku was beaten by Amako and had to go to the bathroom to wash his blood, Baku changed clothes with a Kakerou employee, this is a 2 layer trap, one to trick Amako as explained above, one The other is so that when changing the shirt for the Kakerou employee, Baku put another radio in his pocket, so he could hear everything inside the monitoring room, including the number of MPs the opponent had. will be used in M-Time, which is why Baku beat Minowa in 2 encounters with M-Time.

Feat Baku (Usogui) Arc KY DECLARTION :

- Before entering the feat, there are some information to remember as follows:

- L-File : is the place to store all the crimes of high officials , or have power in society , Baku obtained it in the previous arc .

- KY DECLERTION : is a show about finding the culprit for the hit-and-run cases.

- Kakerou is an arbitration organization they will act as an outsider and game administrator, as a debt collector after the game and as an in-game protector

- The Shounei News is the palm company of Shounei TV but is not merged and operates independently Shounei News owns 25% of the shares of Shounei TV

- Feat Arc KY :

- First of all, the MC of the program KY DECLERTION broadcast a video of catching the perpetrator of a case of worship and running away, while catching the perpetrator on the video, the face of the perpetrator was revealed when the MC came to eat at home. Baku restaurant approached your table and mentioned what happened in L-File (Three years ago, this MC intended to create a program called KY DECLERTION for the purpose of increasing the popularity of his family. old man because once this program aired it would cause a fever all over the country , but before the date of the crime he was too drunk , and caused an accident for the girl on the street and ran away , then he I used L-File to cover up the case), Baku used L-File to psychologically threaten him, but Baku's purpose wasn't just that, so when he said that L-File didn't have any conclusive evidence That said, Baku didn't say

anything ==> [Acting , Strategy] , Baku mentioned the Video that Mr. MC previously used on KY DECLERTION Channel , the video he put on TV showed the killer's face so sure Sure the police will come and investigate this, the police will request that video from Mr. MC, but that video definitely can't show it's fake Baku is the one who took the video and sent it to the program. In that video appeared the face of Marco who pretended to come out and was beaten, Kaij the killer who showed up in the video were all Baku's people, Baku brought those people with him in the store so if Mr. If that video is sent by Baku, Baku will tell the person exposed in the video is Kaij saying the program has everything arranged then the program will lose credibility and the MC will lose his honor, so Mr. MC invites Baku to meet The program director to talk about this he is just an MC (Baku's intention) ==> [Manip] , when it came to the meeting between Baku and the host, while talking to each other, the host asked Baku about the video Baku said it was all arranged by the program, The intention of the program owner was for Baku to say the video was fake, but Baku didn't fall for it. then after not making Baku said the video was fake, the program owner started giving Baku money and said a few words to use the money to let Baku ignore this problem Baku didn't accept it at first and told him to tell him the purpose What was the actual amount of this money, Baku only received it at that time because he wanted Baku to receive the money quickly to use the conversations between Baku and him + the part where he received the money (He had set up a wiretap in the room and before entering. the room to discuss, the guard told Baku not to bring anything into the room because it was an important meeting, he was afraid Baku would do the same, so he did) a fake video with Baku being the creator of the video (Even though it's true that Baku created the video, he didn't have any proof so he had to make fake proof), so he said the purpose was to want Baku to receive this money and rest Silence with the other incident (Baku's intention), before entering the meeting room with the bodyguard's job was the urgent attitude of the owner of the program Baku who guessed that there was a wiretapping device and not If he said the above, it proves that he indirectly admitted that this was done by the newsroom, Baku with the wiretap that captured the conversation in his hand captured both the host and the MC [Manip, Mind Reader] , Strategy , EQ] so Baku suggested to change the program to outline the crimes of 6 people it made based on the list of L-Files Baku selected 6 people

- When the show started Baku as the director of the program behind the first direction Baku based on the cases from L - File Baku obtained from the previous arc Baku created a game from the show under Kakerou's protection (Baku invited Kakerou for the purpose of partly being called by Baku to protect him from force because he doesn't know how to punch each other, but if that's the case, just marco is the main goal his boss called Kakerou to run the program without letting him interrupt and Mr. Baku chose to play the program can't stop halfway, Let the program work to the end because the program is like a case. bet if Baku can prove that the other is the culprit, the others will be arrested, and if the others can prove themselves, there will be 1 billion) , In the first turn Baku eliminated a man with the crime of rape and Using synthetic drugs (All taken from L-File) , Baku then didn't stop and told everyone to expose the crime, The evil of a murderer, turn 2 Baku publishes a new game rule for everyone to expose each other with the belief that everyone will expose each other's crimes (if you want to read the rules, you can can read below it is not very important)(Scan pictures 3,4,5) , Baku it revealed in turn 2 a man with the crime of (Animal abuse) That means there will still be murderers in the members joined the game this made the members panic even more , these 6 men Baku chose were all selected from L - File (all of them were guilty so they were panicking) , so one of the members started plan to buy this program

broadcasting company is Shounei TV, he already owns 8% of the shares and if he acquires Shounei News, he will have an additional 25% of the shares at that time. would be the head of Shounei TV and could turn off the program , so he contacted secretaries and outside members to buy Shounei News company , Baku also showed a panicked expression and called outsiders for the purpose of solving the Shounei Show case (Baku's purpose was to make him more urgent), so when he was outside, he contacted the owner of Shounei News, who shouted the price. with an amount of 50 billion (the company's real value is only 32 billion), Shounei News and Shounei TV are also in internal conflict with each other. Shounei TV wants to merge for 20 billion and Shounei News wants 32 billion, if If the other man doesn't close the price of 50 billion quickly, someone else will buy it and can't turn it off (now he deduces that he can after owning Shounei shares he can milk this KY DECLERTION program because later the thing Baku is doing it's very hot with the people and he still makes a profit after selling it) so he spent 50 billion to buy that company exactly what Baku thought before actually Baku 1 month ago it I guessed that when it made this program, there would definitely be a man who did this, so Baku first bought Shounei News for 32 billion using his own money. I paid an amount in advance and then borrowed a foreign bank loan to pay off 32 billion debt with the shares and the right to use Shounei News as collateral, after buying it, I would use that to pay the debt, so now the bank Foreign goods are the place holding 25% shares of Shounei TV , Shounei News is now just a ghost company with the number of shares is 0 and the editing capacity is also 0 and it is owned by Baku so when the other man spent 50 billion to buy Shounei News, it will become free money for Baku and the other man also has no rights or shares to end the program, this is also called LBO in real life. (By calling outside to mention the acquisition of Shounei News Baku, he pushed the other man to speed up the buying process without having time to thoroughly investigate a good psychological play by Baku) [Manip , Scam , War comb , Mind Reader , EQ , Intell)

-Then Baku spread the news that Baku had real evidence to convict these people out of 6 people Baku chose, there was one person that the Kakerou organization used L-File to hide and sent another judge to arrest. Baku stopped the program and called judge 2 , the first judge was judge 1 with the task of protecting the program Baku was doing , these two men were in the same organization but with different missions so they punched each other , one he defended the program and 1 wanted to turn off the program , the organization was prepared to prevent the other man from losing, so if he lost, he would cut off the program's wires to stop broadcasting and the judge 2 lost So Kakerou was forced to cut off the broadcast and just as Baku had planned, Baku prepared two people on the Empire Tower to continue robbing and broadcasting the program before it was broadcast on Baku Tower. send an E-mail to Kakerou asking for the characters of Karemete in the table from F-Z it is already preparing for the new arc to proceed with the plan [Manip , Strategy , Scam , Mind reader]

- Explaining a bit about the Karemetes that are letters from F to Z, Baku has no proof but what Baku did on KY is proof that Baku can influence them so the others are afraid

=> Karamete is sending people from Kakerou into other organizations to grasp the weaknesses of those organizations and turn those organizations into sub-organizations for Kakerou => Kakerou after Baku's Karamete is influential in every sector in the country (government, police, banks)

- The 21 guys in the name F-Z are all high-ranking officials in places like the police, banks, and Baku government, threatening these 21 kids that if they don't do Karamete, they'll be like the 5 guys on TV, so they have to accept Baku's condition

- Baku did the following things: finding and bringing out the Karamates to qualify for "Surpassing the Leader ", using Kakerou to protect the Empire Tower from the police, and making Kakerou stronger and more influential. in more fields
===> Summary of this arc Baku shows IQ , EQ , Manip , Strategy , Mind Reader , Scam , Intells

Events that occur before the Tower of Karma:

- Billy Craig, a member of Ideal came to Baku and wanted to turn Baku into a pawn for Ideal to play Surpassing the Leader and if Baku won, Kakerou would become an organization under Ideal's control. Billy goes to an abandoned building to play Nim with Baku, but Baku later declines the offer, saying he doesn't work under anyone.

After the failed attempt to recruit Baku, Ideal recruited another person, Suteguma, and sent him to an organization belonging to Kakerou member Kurama. Ideal then used another member of his team who is also a member of Kakerou, Fukurou, both Fukurou and Suteguma had a fake Poker match and was videotaped to Baku. In this video, when Baku watched it over and over again, Baku noticed a habit of Suteguma. After defeating Fukurou, Suteguma also became a Kakerou member and got himself a judge number 0 due to being transferred from Fukurou when Fukurou lost his Kakerou membership.

- After proving his strength to Kurama, Kurama also decided to use Suteguma to play Surpassing the Leader for himself, but Suteguma would betray Kurama if the password on the top of the tower was successfully entered.

- Ideal for Suteguma to go to one of the people Baku threatened on the TV wheel, so he can go with Baku and play and steal 50 billion and Karamete from Baku. Suteguma up to now has completed 1/3 of the conditions to play Surpassing the Leader and Baku has 2/3 that is 50 billion and Karamete. As for Suteguma, there is only one judge number 0. Whoever wins this time will be eligible to be able to play Surpassing the Leader immediately.

- The person Suteguma went with to the tower was one of the people named in Baku's Karamete list and because he wanted to remove his name from the list, he went to Baku's place to bet and if he won, he would tell Baku remove your name from the Karamete list. Suteguma then killed him because he was just a form so that Suteguma could go with him to the tower.
Dotty Game - Arc Tower of Karma rules:

- Baku and Suteguma are betting against each other for 50 billion yen and Karamete (Karamete is one of the things needed to play Surpassing the Leader with the head of Kakerou).

- The money of 50 billion yen was deposited by Kakerou into a bank account and has an unknown password of the last 2 digits.

- Before the game starts, Kakerou allows both players to choose any number of seeds from a box containing 10 seeds (each player's box will contain 10 seeds, the player will take as many seeds as possible is at least 10 seeds). 1 and a maximum of 10) and the total number of beads that both players hold will be the last 2 digits of the bank password. (The total number of beads will be the number of beads that 2 players are holding ===> Minimum is 2 and up to 20) Go to the top of the tower and enter the last 2 numbers, you will be able to log in to your bank account to change your password. Whoever can do that wins the game.

- Entering the password on the top of the tower can only be entered 3 times but up to 4 players (Hyougo – Suteguma is 1 team, Baku – Marco is a team), which means one person will not be allowed to enter the password if there have been 3 previous imports. If you want to enter a password, you need to scan the retina of each person's left eye first before you can enter it.

- On the first floor of the tower, all violence and violent acts are prohibited, but outside of the first floor, all violent acts are allowed.

- Level 1 has prepared a so-called Dotty Chaplain, this will help 2 players remove each other's numbers to be able to find the last 2 digits of the password if they do not want to use force outside. 1st floor. Actions such as smashing, or actions related to the code machine on the top floor that do not require a password action will be lost immediately.

Dotty Chaplain:

- 2 players have the right to use Dotty Chaplain but can't use it at will or can wait for the opponent to come out of the 1st floor and then forcefully force the opponent to say the number of beads they hold. The fee to use Dotty is 600ml of each person's blood, when entering Dotty, both have to draw their 600ml out and put it in a container and attach it to the opponent's body. If Baku guessed correctly in Dotty, then 600ml of blood that Baku gave Suteguma will be injected into Suteguma's body and vice versa. The consequences after being injected with another blood will be death and Baku and Suteguma are 2 people with 2 different blood types. (Mechanism of self-elimination of white blood cells).

- Players enter through the left and right entrances after wearing a transfusion device containing the opponent's blood, face each other through the central baffle, and guess the opponent's particle number and guess the password.

- 2 players take turns guessing, 10 minutes each turn, if the player does not make a decision after 10 minutes, 100ml of blood will be automatically injected, the turn is decided by rock-paper-scissors, if the player goes first If the answer is wrong, the turn will go to the second player. If the second player is also incorrect, the turn ends and both players are released without penalty. The number of turns is determined by the player. The door is locked while the two are in Dotty, and the information inside is unknown to anyone but the supervising examiners.

- If a player guesses the correct answer, the door on the winner's side will be unlocked at that time and he or she can go to the top floor and enter the password. On the other hand,

the loser will be injected with 600ml of the opponent's blood into the body. Actions such as removing the transfusion device are not allowed. If the player breaks it, he or she loses at that point.

- Inside the Dotty Game it is not allowed to answer an impossible number. For example, Baku holds 10 beads but when in Dotty he answers that 10 is not valid (because the smallest number in Suteguma's hand is 1), whoever answers an impossible number will lose immediately. instantly.

- Winning or losing in Dotty Game does not determine the outcome of the original game, which is to enter the last 2 numbers at the top of the tower to change the bank password and get 50 billion and Karamete. Because Dotty is just something that players use to remove numbers and deduce the correct number.

Round 1 Dotty Game:

- To make it easier to analyze, we will always say how many beads Suteguma and Baku each hold, both hold 9 beads, so the last 2 digits of the password on the top of the tower will be 18.

- Baku wins rock-paper-scissors so Baku will be the first, Baku chooses 11 but the result is wrong, so from that 11 Suteguma can remove 2 from Baku's numbers. Because 11 – 9 = 2 (Since the total number of beads given by Baku is 11 and Suteguma is holding the number 9, so if Baku is holding the number 2, the answer 11 will be correct, but it is the wrong answer ==> Baku does not hold the number. No. 2). Baku in the first turn, this is a safe choice because according to the probability of the probability of 10 x 10 seeds, the number 11 will be the number that appears the most and it will give the least information to the opponent (combination of the total number of seeds). the numbers to create from 2 -20, the number 11 is the most appearing and when choosing the number 11, the opponent can only eliminate the number but take 11 - go with the number that the opponent is holding, for example, choose 12, the opponent representatives will eliminate 1 and number X by subtracting 12 from the number they are holding). With the number 11, Suteguma can only remove a number that is a 2 from Baku's numbers. And from this number 11, Baku can also remove 2 from Suteguma's number because Baku and Suteguma hold the same number of beads. (Meaning that the number 11 is wrong ==> subtract the number of seeds from the number 11 that Baku is holding. Baku can also eliminate the number 2 with the same analysis as above)
[Reasoning , Logical Thinking , Reasoning]

- Suteguma takes the second turn, chooses 10 and is also the wrong number from 10, then Suteguma can remove the number 1 from Baku's numbers because 10 - 9 = 1. 10 is also the most likely number to appear on par. 11 but it gives more information to the opponent. With the number 11 above, Suteguma can only remove the number 2 from Baku, and with the number 10, Baku can remove the 2 numbers on Suteguma's side, the number 1 and the number 10 because if 10 is the number of beads that Suteguma holds and Suteguma chooses 10, then there are which means it will be an impossible number and Suteguma will lose immediately:

- The number of Particles that both are zoning each other is
  + BAKU: 3,4,5,6,7,8,9 (Baku circle the number of suteguma)
+ SUTEGUMA: 3,4,5,6,7,8,9,10 (Suteguma zoned Baku's number)

- After round 1 ended, Suteguma made a signal by using his finger to draw a figure 8 on Hyougo's back and told the judge that 1 round was enough for Suteguma to guess the correct password of the tower. And Suteguma asked Hyougo to go to the top of the tower to enter the password, Baku asked Marco to follow Suteguma to see what number Hyougo entered in the password. In this part, Baku noticed a detail that after coming out of Dotty and wearing his jacket, he did not button his jacket.

- After Marco left, he lost track and met Leo another member of the Kurama crew, Hyougo and Leo were two members of the Kurama Hyougo crew who followed to protect Suteguma and Leo infiltrated so that he could defeat Marco with Hyougo. The reason for this could be that if Hyougo and Leo succeeded in killing Marco, it would be impossible for Baku to step out of the first floor and enter the code on the top floor because without Marco the guard stepped out. Leaving the first floor is dead, the second thing is so that Marco can't see and even if he does, he can't report back to Baku what the password they entered is. Hyougo mistyped 8 as the wrong number and Marco saw that he entered it wrong, but due to the fight between Hyougo and Leo, Marco was distracted so he couldn't remember what number Hyougo entered.

- At the same time, Suteguma also came out of the first floor and was going up. While going upstairs Suteguma was shot but missed so Suteguma knew there was a sniper, Baku did the same and of course Baku was hit by Suteguma. When he got out of the 1st floor, Baku said that any number that Suteguma let Hyougo enter will definitely be wrong. The reason is that when picking the beads, Baku doesn't count how many seeds he has so Suteguma can't reading Baku in Dotty Round 1 and what Suteguma said when he said that Dotty only needed 1 round was a lie. (In 1st round, Suteguma said he could read Baku's mind and know it's number he keep)

- It is quite important here that while doing Karamete the police are also sent here the police and Kakerou collide in the front of the tower and there are some snipers who are sent to some buildings in the west. behind the tower. When facing Kakerou, there was a policeman who was affected by Kakerou's Active Denial System, so he accidentally fired the first shot. But when he heard the bullets, Suteguma looked towards the back of the tower instead of the front where the bullets hit. (The SAT troops gathered here because in the previous arc Baku made the L-File public (Arc) This is already posted, you can read it again) in that L-File contains crimes committed by SAT leaders so it can't be released so the leaders sent SAT troops to the tower to shut down Baku's broadcast, But in the previous arc Baku planned to get the keramate and under the protection of Kakerou, when the SAT attacks, he will meet Kakerou's block ==> Arc Long Dang)

- After meeting Baku again, Marco informed Baku that the number that Hyougo entered was wrong, this shows that there are only 2 entries left but 3 players (Suteguma, Baku, Marco). After thinking, Suteguma decided to stab Baku's left eye so that Baku could no longer scan the retina. Marco was stopped by Hyougo and Leo so he couldn't help Baku.

- Before starting round 2 Baku took out all his beads and gave it to Marco and wrote a message on the paper telling Marco to find where Kurama is, then give this paper and his beads to Leo and Hyougo. watch to prove his faith in return Baku wants to know what number Hyougo entered wrong at the top of the tower. And tell Marco to drop a mannequin doll down the elevator if the deal is successful.
Round 2 Dotty Game:

- Baku can deduce that Suteguma is not Japanese based on some habits of foreign language learners and also know that the other man is Chinese, Baku used the same game as Suteguma round 1 to say he can read inferences. Suteguma thought he knew the number then Baku told him that the number he was holding was number 5 and the man changed his attitude slightly like the billy video sent to Baku first so Baku told him he was sure the number 5 was correct. Baku chose 12 and Suteguma thought if 12 was wrong and just now Baku pretended that Suteguma was holding 5 beads, that means Baku is also telling himself that 7 is the number of beads Baku is holding but it is possible that this is just a trap that Baku made to distract Suteguma. That is not to mention that after 10 and 11, 12 is a safe number when it comes to round 2, it gives little information to the opponent and both people can only remove a number that is 3 out of the numbers. 12 – 9 = 3.
Baku's purpose is to set up a small trap if Suteguma gets caught, it's fine otherwise, Baku pretends to be trapped, but Suteguma changes his face to set Suteguma to keep his number 7 but Suteguma wakes up so he can't.

- Suteguma picks 14 on his turn and the result is still wrong. Both of them can eliminate 5 from both. Baku also tells Suteguma that in this tower there are no allies of Suteguma anymore. The reason for this was that Baku found out that Suteguma was an Ideal's man and was just using the Kurama gang to get his own ends and then betray them at the last minute, and Baku showed the Kurama gang the number. Kurama to prove it , Kurama at the beginning set up a camera to record the rules so he could know the rules and help Suteguma but Kurama didn't need it anymore because Marco explained the rules to them , so Suteguma gave the recorder warm Billy to listen to the rules of the game then Billy took the tape recorder to another place and overheard this conversation, when Kuruma followed Baku to find the tape recorder, he discovered it was no longer available, so ==> 100 % Suteguma is a traitor. As a result, Kurama told Marco that the wrong number Hyougo entered was 8. And so far Baku has pushed Suteguma into a situation where Suteguma is forced to play Dotty Round 3, Baku said that if Suteguma accepts Dotty Round 3, Baku will tell Marco not to harm Suteguma if he wins in Dotty. Because now the Kurama gang knows that Suteguma is Ideal's man and if Suteguma wins in Dotty round 2 with number 14 Baku will die but Suteguma won't win because stepping out will be killed by Marco. => Suteguma was forced to play Dotty round 3.
[Plan , Manip , Mind Reader]

- The number of Particles that both are zoning each other is
  + BAKU: 4,6,7,8,9
+ SUTEGUMA: 4,6,7,8,9,10
- At the start of round 3, Suteguma knows Baku's beads are one of the following: 4, 6, 7, 8, 9 or 10. Baku knows Suteguma's beads are one of the following: 4, 6, 7 , 8 or 9.

- 1. Marco tells Baku the answer is 8. Baku pretends to be deceived by Suteguma's plan. Suteguma now thinks "Baku knows his beads are 4, 5, 6 or 7. Numbers lower than 4 are impossible because I guessed 14 in round 2. Numbers higher than 7 are 'impossible' because I did ask Hyogo to guess 8."
==> Because if it's over 7, then Entering 8 is impossible because that's definitely wrong. Suteguma can't waste a turn like that :v (but it's a waste)

- 2. Baku told Marco to enter the number 13.

- 2A) At this point Suteguma realizes "Baku doesn't have 4 seeds.
If Baku has, I will lose because I have 9 and 4+9=13. So Baku can have 6, 7, 8, 9 or 10"

- 2B) Suteguma also thought "Baku doesn't have 10 beads. Baku knows he has 4 or more beads, because I guessed 14 in round 2. If he had 10 beads, 13 wouldn't be the correct answer, so Marco will waste his entry at the top of the tower. Baku can have 6, 7, 8 or 9."

- 2D) Finally, Suteguma thought "Baku told Marco to enter 13 immediately at the top of the tower, and also guess 13 in the Dotty Game. Why did he waste his prediction like that? If he still guess the number 13 in the Dotty Game, why not wait after seeing it right or wrong and then send Marco to enter the answer? Meaning unless Baku is 100% convinced that 13 is correct..."

- And for that reason, Suteguma thought "Definitely Baku has 6, 7, 8 or 9 beads. And he thinks he has 4, 5, 6 or 7 beads...

- If Baku has 9 beads, he thinks the possible result is 9+4=13, 9+5=14, 9+6=15 or 9+7=16

- In round 2, we see that the answer is not 14

- So if Baku has 9 beads, he can't be sure if the answer is 13, 15 or 16.

- If Baku has 8 beads, he thinks the result might be 8+4=12, 8+5=13, 8+6=14 or 8+7=15

- In round 2, we see that the answer is neither 12 nor 14

- So if Baku has 8 beads, he can't be sure if the answer is 13 or 15.

- If Baku has 7 beads, he thinks the possible result is 7+4=11, 7+5=12, 7+6=13 or 7+7=14

- In round 1, we see that the answer is not 11

- In round 2, we see that the answer is not 12 and not 14

- So if Baku has 7 beads, he will think "The answer is 100% would be 13"

- If Baku has 6 beads, he thinks the result might be 6+4=10, 6+5=11, 6+6=12 or 6+7=13

- In round 1, we saw that the answer was not 10 or 11

- In round 2, we see that the answer is not 12

- So if Baku has 6 beads, he will think "The answer is 100% would be 13"

- Since Suteguma (from 2D) thinks that Baku must be 100% confident in his prediction of 13, the above logic makes him think "Baku definitely has 6 or 7 beads. Since I have 9, I know the answer. is that 9 + 6 = 15 or 9 + 7=16"
Baku guessed 13 in Dotty and wrongly excluded the possibility of 6 + 7 = 13 from here. Suteguma knows he has 9 beads and is only wondering at 15 or 16 and Suteguma quickly ran to the top of the tower to enter 16 but the result was 16 which was wrong.

- Baku after round 1 told Marco not to enter any numbers that Baku said so marco didn't enter 13, Baku just pretended, then Baku entered 18 and won
[Inference , Scam , Manip , Acting , Plan]
Tower of Karma/Dotty Game explanation:
1/ In round 1 when Suteguma told Hyougo to enter 8 it was just a lie because Suteguma held 9 beads and in the Dotty Game it was forbidden to say impossible numbers so Suteguma told Hyougo to enter 8 and with the intention to Marco saw and turned back to inform Baku that the number 8 was Hyougo's wrong number => Intent to want Baku to remove the number 9 from Suteguma's number list and to prove this Suteguma was willing to waste one of his entries to lead all viewers and judges.

2/ The reason Baku analyzed why 8 is a fake number not a real number and then deduced that Suteguma's number is 9 or 10. As mentioned above in round 1 Baku noticed that Suteguma was not buttoned. Baku's coat said that because Suteguma intends to play the second round of Dotty Game, it's unnecessary to button his shirt because he has to take off his jacket to put on the potion, then Baku follows Suteguma to the top of Baku is using his life to check if 8 is a real number => If Baku still has his life and continues to play round 2 of Dotty, 8 will be a fake number otherwise Baku will die.[Observation, Inference]

3/ About the fact that Suteguma heard gunfire in front but turned his head in the opposite direction => Baku deduced that Suteguma knew there were snipers in the 2 buildings behind and that beating Baku and stabbing Baku in the eye was just an action. threatened Baku to make Baku go back to the 1st floor, the part where Baku was beaten was also the other man punching to help Baku avoid sniping=> Save Baku's life so that he can continue to play round 2 Dotty==> Number 8 is fake. Baku sees through the reason in Suteguma's actions.[Mind Reader , Observation]

4/ Baku deduced that the other old man's number was 9 because Baku pretended to be tricked so that the other man thought Baku's number was 6,7 as above if the Suteguma number was 8, then when he chose 15 ==> Baku's 7 was eliminated. then he had to press 14 on the top of the tower but he pressed 16 ===> his number was 9
[Plan , Inference , Scam , Manip]

- Baku had to play the game while having 600ml of health drained and lost one eye [AQ] ==> This arc Baku can show [Manip , EQ , Acting , cheat , Leader , Deception , AQ, IQ , Plan , Observation , Mind Reader , Logical Thinking , Inference]