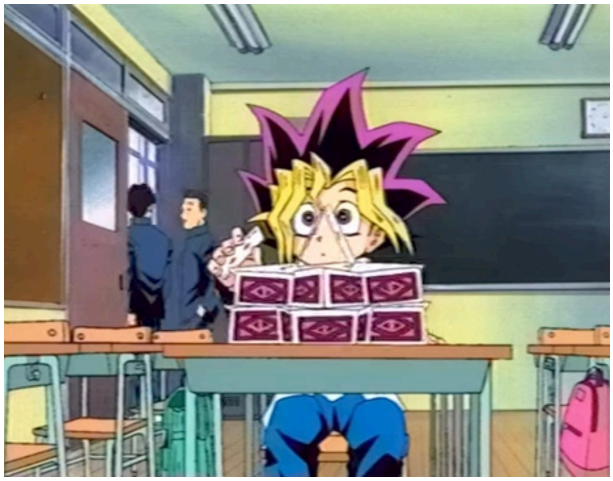
YUGI s0 FEATS DOCUMENT

STRATEGY AND PLANNING —> YELLOW
MANIPULATION, DECEPTION, SETTING TRAPS, TRAP EVASION —> RED
LOGICAL REASONING, THINKING, FORESIGHT --->BLUE
FSIQ, EQ, SQ, INTELLIGENCE, PSYCHOLOGY —> GREEN
MISCELLANEOUS : OBSERVATION, INFORMATION CONTROL, INFORMATION GATHERING, ADAPTABILITY, PERCEPTION, SEDUCTION, —> PURPLE

EPISODE 1
CASTLE OF CARD: Yugi is able to build this castle of card:



(VSI, Naturalistic Intelligence)

MILLENIUM PYRAMID PUZZLE: Yugi has found a puzzle with hieroglyphic language on it, in fact it is an ancient egypt era's puzzle. Yugi knows a legend that says that the one who solves the puzzle will be granted a wish, of something powerful but that cant be seen. When he brings it to the grandpa to talk about it, the grandpa says that those who discovered the puzzle in the Valley of The Kings in Egypt during the 20th century died after discovering it, and that the last words of the last survivor were "The Shadow Games". Moreover, he says that what the hieroglyphic letters say is "Ye who solves me should gain the power and knowledge of darkness". Yugi believes the story even though it is unrealistic, and as we discover when he solves the puzzle, he was right and the story was indeed true.
Moreover, as the grandpa states, in the second episode, no one else, since the egyptian times, was able to solve that puzzle.
The puzzle's pieces:



The solved puzzle:



(VSI, CPI, FRI, Perception, Information Gathering, Intuition)

AGAINST USHIO: When Yugi is looking at his egyptian puzzle in class Joey takes the puzzle and makes fun of him. Then Trystan arrives and does the same thing. Yugi tries to catch the puzzle and Joey says that Yugi has to man up. Tea arrives, catches the puzzle and gives it to Yugi, and scoles Joey and Trystan about that.
Then also Miho arrives and says that she is hungry but there a line that's too big at the lunch room, so Joey and Trystan, as good simps, goes to order it to her, but in the way to the lunch room they meet Ushio, a muscular guy who's job is protect students from bullying that has watched the seen from distance, so Ushio asks if they bullied anyone and they denied it because they are scared.
After this, Ushio talks with Yugi and he says that he will protect him from bullying.
After this, we discover that Joey was able to steal a piece from the puzzle, and after school he launches it in the river near the school.
After this, Yugi notices Joey and Tristan who had been beaten up by Ushio, and Joey blames Yugi for that by calling him a bastard, but Yugi puts himself between the 2 guys and Ushio says that the thing benefits Yugi and protects him from bullies, however Yugi says that they do those things to teach him how to be a man. Ushio then says they are clearly bullies that have to be punished, however Joey is surprised about the point of view of Yugi, because he understood Joey's true intentions, even after his annoying methods, but he doesn't say anything.
Ushio then asks Yugi for 200,000 yen for the service just offered, and Yugi of course can't afford that and goes away.

Later that day, while Yugi is solving his puzzle he discovers that there is 1 piece missing, so, thinking he left it at school, he comes back to the school with his puzzle. Just while this is happening, Joey remembers what Yugi has said before to protect them, and he realizes that he has actually maned up, so he goes to school, with Trystan, to take the one piece he had launched in the river before, even if he got wet.
When Yugi has finally arrived at school, he sees Ushio and so he knows he is in big trouble. Moreover, he also finds Joey and Trystan there. Joey wants to give the missing piece to Yugi, however, Ushio beats them up, putting them at the ground with just one punch, and he also does the same thing with Yugi because he hasn't brought the money. Yugi at this point is weakened and hopeless, however, when both Joey and Yugi are on the ground, Joey gives Yugi the missing piece of the puzzle and Yugi completes it. At that moment, while Ushio is walking away because he thinks he won the fight, Yugi is back with his new “Yami Yugi form”. At this exact moment, Yugi disengages with hopelessness and brings up confidence. Moreover, he now shows no sign of the hit he has just taken from Ushio. Yami Yugi has the power to duel a chosen guy in a shadow game of his choice, thanks to which the two people engaging in the game are brought into a new world just for that game. All of this shocks Ushio a lot. At that point, Yugi duels Ushio at a shadow game. At this point Ushio gets scared to see Yugi standing up again and confident.
The location of the shadow game is this one:



Yugi is initially at the top of the tower, and then he slides the cards from a poker deck all over the rounded wall.
The game works like this: Both players are attached to the same rope. The players, in turns, draw a card from the line of cards. Based on the number of the card drawn, the player can do the same amount of steps up as the number of that card. Since the players are attached to the same rope, the other one will do the same amount of steps down. Moreover, as Yugi claims, the one who gets at the top will win the 200,000 yen.
While playing the game, Yugi manages to always get a card whose number is higher than the one that Ushio gets. This is possible by Yugi counting the cards in order of deck of cards, each time in barely 1 second, because of this Ushio, feeling the pressure, also starts picking each card as fast as Yugi but always fails to get a very good one. The fact that the deck is in order can be proved by the fact that the first card is an ace and the last one a joker.

At the end Yugi manages to get to the top of the wall, but at this point Ushio is very very angry and breaks the rule walking at the top where Yugi continues to stand. At the top Ushio throws a punch at Yugi but Yugi dodges it by launching himself into the void with no fear or regret at all, at this point he also says that Ushio can't really follow any rules and that the consequences for it will be fierce, however Ushio just backs the rope and makes Yugi fall down. At this point Ushio takes the “200,000 yen”, but soon discovers it was a bluff architected by Yugi and it was just a deck of cards behind one yen’s banknote while he holds himself at the structure that sustains both the rope and the deck of cards. After taking the cards, the structure destabilizes and it breaks, so Ushio falls down into the void, very scared of Yugi, not only because he lost the game proposed by Yugi and had to break the rules but also because he got deceived by him.
When Ushio is falling we see Yugi whose hand grabs the pyramid puzzle that has been attached with strength to the wall while he was falling down. At that point Yugi says to him “The shadow games bring out a person’s true characteristics. You shall be swallowed in darkness by the form of your own greed”, which basically states that the game chosen by Yugi was done purposefully to bring out Ushio’s true characteristics, and he has done that successfully.
In the scene After, we see a Ushio, who was once an overconfident person, traumatized by Yugi's simple game.
At the end of the episode Yugi and Joey meet up, and Joey understands that he has finally found a “something powerful that can’t be seen”(just like the pyramid’s legend which he knows about), which is Friendship.
(VSI, CPI, FRI, VCI, EQU, EQM, EQE, EQR, EQU, EQP, EQF, S. Awareness/Understanding/Management/Skills Charisma, Aura, Perseverance, Mental Fortitude, Cognitive Discipline, Determination, Stress Tolerance, Composure, Intrapersonal/Interpersonal/Visual-Spatial Intelligence, Fluid/Crystallized Intelligence, Logical/Emotional/Direct/Indirect/Mass/Individual Manipulation, Concealment, Misdirection, Bluffing, Strategic Deception, Setting up traps, Trap Evasion, Fear/Insanity Inducement, Deduction, Abduction, Induction, Application/Divergent/Fast/Linear Thinking, Strategy, Planning, Resource Utilization, Methods, Observation, Information Control/Gathering, Mental/Social/Environmental/Physical Adaptability, Perception)

EPISODE 2

FOLLOWING QUIETLY: One day Yugi, Trystan, Joey and Miho propose to go to a restaurant with the name of Burger World but Tea denies it and says that the burgers there are disgusting. It has been some days that Tea keeps going along to a certain place, so Miho decides to follow her because of curiosity. The next day Tea and Miho go to that place together, so Trustan follows them from behind out of curiosity. The day after, Trystan, Miho and Tea, Joey and Yugi Mutou, out of curiosity too, decide to follow them quietly without being discovered. During the journey Tea perceives a presence, but they are able to hide behind a bear statue successfully without being discovered. At the end of the journey, they discover that Tea’s destination was Burger World, where she has been employed, along with Trystan and Miho, because of, as she states, her need to save up money to study dance in America after graduation.

(VSI, CPI, EQU, EQR, EQP, S. Management/Skills, Direct/Individual/Logical Manipulation, Cunningness, Concealment, Planning, Strategy, Resource Utilization, Methods, Observation, Information Gathering/Control, Environmental Adaptability, Application Thinking

AGAINST JIROU: Jirou is a criminal who, after escaping prison, has done facial surgery on himself. When Yugi, Miho, Tea, Joey and Trystan are at Burger World together, a detective finds Jirou inside of it thanks to a tattoo of his. Because of this, Jirou, once discovered, grabs his gun and points it at Tea, making her a hostage. He then blindfolds her and sits on one of the seats of the restaurant, and puts Tea sitting near him. At that point, everyone is scared, Yugi too, and they are all on the ground. Jirou orders Yugi to bring him some booze and cigarettes, while he orders everyone to not move or he'll shoot them. Yugi, who is still scared, bring a booze, cigarettes, and a lighter. In that moment Tea calls out Yugi's name because she is scared for him, but Jirou punches her, saying to shut up.
In this moment only Yugi understands the situation and is Yami version activates, bringing him not only a deeper tone of voice(because as Tea states, that didnt seem like the voice of Yugi even though she was quite sure it was him), but also disengaging in a terrorized attitude and engaging in a charismating behavior. Yugi, after giving Jirou the bottle of booze and the cigarettes, sits down in front of him, even if it was not ordered. Jirou puts a cigarette inside his mouth.
At this point Jirou says that he souldnt be sitting down and Yugi, who most probably understood Jirou's attitude, says that he wants to play a game and Jirou accepts stating that he used to gamble non-stop so that wouldnt be a problem for him.
Yugi then explains the rules: each person had choose one finger of theirs, which was the only finger they could move. Yugi chooses his right thumb, while Jirou chooses his right index, thanks to which he would have been able to shoot Yugi with his gun.
Jirou starts pouring his booze into his glass and just right now Yugi says that the game starts: Jirou almost presses with his index finger and shoots Yugi, but just before this happens, Yugi, with a classic smile on his face, demonstrating his nonchalance and confidence of what he is doing even though he was about to die, elevates his right hand, with the lighter from before inside, symbolizing that he still has to light up Jirou's cigarette. Jirou then remembers and lets Yugi do it, however, there's a catch in Yugi's lighter: the lighter Yugi took before, is done in a way that it doesnt turn off automatically, but has to turned off manually. Yugi uses this lighter's peculiarity to lie the turned-on-lighter on Jirou's left hand, the same hand that is pouring the booze into his glass.
Just when Yugi has done that, Jirou notices that in the meantime the booze has surpassed the glass's volume and has gone all over his clothes, so, as Yugi says to him to shock him even more, if he were to shoot Yugi, his left hand would destabilize and make the lighter fall off in the 90% alcohol booze, making himself burn dramatically.





Because of this shock, Yugi has the time to stand up and take Tea away from Jirou, without breaking the rules of the game. just when Tea is taken, Jirou breaks the rules of the game and moves his other fingers to take the lighter from his own hand, however, as Yugi and Tea were escaping, Jirou just sees the image of Yami Yugi with a yellow eye on his head saying that the Shadow Games show a person's true characteristics and that everyone who breaks the rules should be condemned. When this vision finishes, Jirou discovers that the 2 guys have already escaped.

At the end of the episode, we see Tea and Yugi together, and Tea says that she had stopped working at that place so that she could spend more time with him, but she is still asking herself if that guy was actually the Yugi she knows.

(VSI, FRI, CPI, EQM, EQE, EQR, EQP, EQU, EQF, S. Awareness/Understanding/Management/Skills, Charisma, Aura, Perseverance, Determination, Cognitive Discipline, Composure, Mental Fortitude, Fluid/Crystallized Intelligence, Intrapersonal/Interpersonal/Visual-Spatial Intelligence, Direct/Individual/Logical/Emotional Manipulation, Setting Up Traps, Trap Evasion, Insanity/Fear Inducement, Strategy, Planning, Preparation, Resource Utilization, Abduction, Deduction, Linear/Divergent/Lateral Thinking Mental/Social/Strategic Adaptability, Seduction)

EPISODE 3

AGAINST KAIBA 1: Kaiba is a new student at Yugi's school. Kaiba is famous for being the same Kaiba from the famous Kaiba corporation.
Kaiba notices a duel monster, a game that was getting famous recently, card near Yugi's school desk, so he grabs it and gives it to Yugi. They initially get along well because Kaiba plays duel monster and loves games too, so he invites Yugi to his house, where all of his special cards are, along with his trophies for winning duel monster duels. Yugi goes to Kaiba's house and also invites his friends, and Kaiba is happy with the company. Everyone is shocked of Kaiba's cards, so Kaiba asks Yugi to show him his cards, but just after he responded that he has no rare cards, Tea reminds him that his grandpa has very rare card, so they all go, along with Kaiba at the grandpa's shop, where he shows his most important card: Blue Eyes White Dragon, which Kaiba really craves, so he asks for it, in offer of a suitcase with many many other cards. The grandpa denies it though, saying that it is important because an important friend of his who lives in America gave it to him.
Because of this, after exiting the shop, Kaiba asks Yugi to bring it tomorrow at school because he wants to see it again. At school, Yugi gives the card to Kaiba to show it better, but Kaiba switches it with a fake Blue Eyes White Dragon and gives the fake one 'back' to Yugi. When Yugi is heading back home Tea asks him why he wasn't coming back with Joey and Trystan, because, since they said they would have gone to duel with Kaiba after school, she thought he was going with them too. Yugi, because of what Tea said, decides to run back fast to the school rooftop. When he is at the rooftop, he encounters Kaiba, there are Joey and Trystan on the ground, and Kaiba is standing with 2 bodyguards. Kaiba says to Yugi that Joey and Trystan accused him of something outrageous, however Yugi responds that he knows that he switched his true Blue Eyes White Dragon with a fake copy.

Here I'll be going in depth into Yugi's reasonings:
First of all, he discovered that Kaiba switched the cards in two ways: First of all, Kaiba, before handing it to him back, faked a fall, and when getting back up, he put his hand that was holding the Blue Eyes White Dragon near his pocket. The switch of the cards could have been easily seen from right and the left of Kaiba, but not from the front since the cards were covered by Kaiba's hand. After this clue of the fact that Kaiba had switched cards, when Yugi was heading to home again, we can see him carefully watching the card, probably analyzing the little different details between the original and the fake one to confirm that it is fake.
Secondly: Why did he get back to school?
Most probably because he understood that they were indeed not dueling Kaiba but approaching him about the one thing.
How did Yugi understand this?
Well, he had some clues:

1. The fact that the switching of the cards could be seen from the other sides of Kaiba, in which Joey and Trystan were located.
2. The fact that they said to be dueling Kaiba without saying anything to Kaiba himself.
3. Why was it obvious that they did not just go and duel Kaiba without saying anything to Yugi just because he is not nice? Moreover, why would they not call Yugi to fight against Kaiba too? All of that is because of the friendship bond they had built with him in

‘Episode 1’, when Yugi protected them both, so it would have been probable that they would have tried to protect Yugi without the possibility of him getting hurt.
Understanding this, he could also deduce that they were on the rooftop, because that’s where most fights happen.

After saying he knew that already,he says that he was sure that he didn’t confront him about it because he was sure that Kaiba was going to give it back, because after all he loves games too. On the other hand, after seeing his friends on the ground, he asks Kaiba to give the card back because he doesn't want things to go bad, but Kaiba refuses. Yugi then says that the card is grandpa’s heart so he needs to give it back. However, Kaiba, after pushing Yugi to the ground, responds that cards have no heart and they instead look for the one worthy of utilizing their strength at their full potential. Kaiba goes away from the rooftop and is getting out of school. Yugi wants to follow him but the bodyguard takes him and punches him to the ground too. After this, Yugi goes into Yami mode and as usual disengages into his weakened version and engages in his confident and strong one. He beats up the bodyguards and runs to Kaiba. At that point, Kaiba is shocked, and Yugi says that it is time for a game.
Two scenes later we see Yugi and Kaiba in a room alone, with Yugi saying that the game they are going to play is duel monsters but a bit different, and Kaiba says that he is looking forward to it. The game is about duel monsters but the monsters are summoned in the real world too, with their own brain and thoughts.
The game proceeds well, while they are both drawing cards one stronger than the other, making the game always harder. At a certain point Kaiba put on the field a very strong card, which almost no other card can surpass. Because of this, on the Turn after, Yugi is obligated to summon his strongest card: “Demon”, which Kaiba is shocked to see, firstly because it is one of the five strongest rare cards of the game, and secondly because Yugi the day before lied by saying that he had no rare cards, catching with this one Kaiba off guard. After the Yugi’s move, Kaiba’s only chance of victory is using Blue Eyes White Dragon, which he can only get thanks to cheating, by sneakily putting the Blue Eyes White Dragon card on the top of the deck and then drawing it. Kaiba does this and summons the card with success, however, there is a catch into his actions: this Duel Monster game also revolves around the monster personal thoughts, so, because, as Yugi reasoned before by knowing that the Blue Eyes White Dragon was in his grandpa’s hands for a long time with him loving it a lot, the monster does not seek the person who can use his power better but he chooses his owner with the emotions of his heart. Because of all of this, the dragon decides to not attack in Kaiba’s will and destroys itself. The turn after Yugi is able to summon the dragon to his own field using a card, to then attack Kaiba, with no hope left, and pass the turn. The turn after Kaiba draws a card that makes him make a draw by splitting the field(quite literally). When the game is finished, there is a scene where Kaiba is not there anymore and Yugi states that he has been able to recover his grandpa’s heart, because after the duel Kaiba gave back the Blue Eyes White Dragon, since, as we see in the scene after, he is emotionally destroyed by the fact that he was not able to win against a non-important duelist. After all Yugi was right and Kaiba really gave the card back because of his love of games and more peculiarly the hate of losing them.
(VSI, FRI, CPI, EQM, EQE, EQR, EQU, EQP, EQF, S. Awareness/Understanding/Management/Skills, Charisma, Aura, Determination, Fluid

Intelligence, Interpersonal/Naturalistic/Visual-Spatial/Intra personal Intelligence, Direct/Individual/Emotional/Logical Manipulation, Bluffing, Misdirection, Concealment, Strategic Deception, Deduction, Abduction, Intuition, Induction, Convergent/Divergent/Lateral/Linear/Non-Linear Thinking, Artificial/Logical Predictions Anticcipation, Mental/Physical Adaptability, Observation, Information Gathering/Control, Perception, Analysis, Strategy, Planning, Resource Utilization, Methods

EPISODE 4

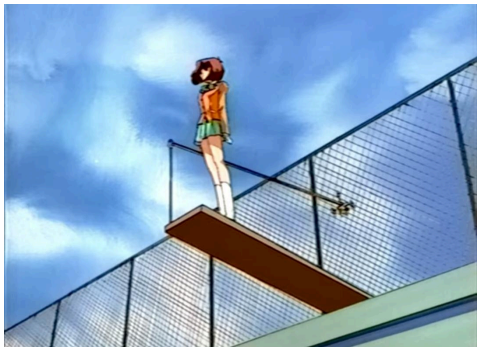
CATCHING SHOTARO: While Yugi is heading to school, he notices a big line, so he asks a client the reason for it, and he said that a limited edition D-Shock watch is being sold. In the line there is also Trystan, who has to buy the watch for Miho who really wanted it. However, Trystan has an urgent need to piss, so when Yugi approaches him, he asks Yugi to take his place in the line. Trystan does not return early, as Yugi is still in the line when he gets to pay for the watch, however, the one Yugi buys is the last D-Shock available, so the seller tells everyone in line that information. However, one particular person, Shotaro, really wants that watch because he is a big collector of watches, so he goes to the pay desk where Yugi and the cashier are and says that he absolutely needs that watch, also showing his arm wrist full of them, showing that he is a big collector of them. Moreover, after the cashier refuses to give it to him, he gets angry, but just in that moment Trystan, who had just come back, takes his other wrists, making him stop. After this, there is a scene where Miho is happy because she got her watch, but Joey and Trystan fight over who will get it lent and Trustan gets it.
Shotaro was watching them from behind a building.
After this, they(Tea, Yugi, Miho, Joey and Trystan) enter an arcade games venue, near the clock shop, and just after Shotaro enters too. When Trystan goes to the bathroom, he puts the clock in his pocket, and just in that moment, Shotaro is able to steal it from him.
When Trystan comes back to his group, Miho asks him to hand the watch back, and at that moment he notices that the watch is missing.
Miho gets angry at him, but Yugi notices that Shotaro is watching them. After this, Shotaro comes and ‘accidentally’ hurts Joey who is looking for the watch. After this Shotaro goes downstairs, and Yugi, who suspects him for stealing the watch because of all the clues explained in the story, follows him quietly, while everyone else is hopeless. When Shotaro is on the stairs, he pulls out the watch, and Yugi notices. They go downstairs, to a closed room. Here Yugi asks perpetually for the D-Shock, but Shotaro does not give it to him and beats him up. Then Shotaro tries to exit the room using the other doors but they are closed. Yugi in that moment goes into Yami mode, bringing confidence as usual and standing up after being beaten hard. Just right now, Shotaro is shocked and Yugi uses his power to start a game:
you have to stop a timer that doesn't say how many seconds passed. The one who stops it at the closest to 10 seconds wins. However, if it is stopped after 10 seconds your hand gets hit by a pendulum. Whoever wins gets the D-Shock
Shotaro asks for the first turn, and panicked, does 9.35 seconds, while Yugi, on the turn after, closes his eyes, very calmly, and just when he is confident he opens them and gently stops the timer at 9.95. Now Shotaro is shocked and thinks that the side where Yugi stands is advantageous because of how Confident was of winning.

He asks for the challegende again and Yugi accepts. He goes to Yugi's side and tries to stop the timer again, but he panics even more than before because of how he got destroyed in the round before by a guy who he was beating up some moments before and his hand is hurt by the pendulum. At this moment Shotaro goes insane and Yugi is able to take the watch out of him. In the last scenes we see Miho and the entire group happy again because Yugi found the watch and Shotaro really going insane with his mum, while he breaks his house because he not only was not able to complete his collection, but also because he lost to a little 'stupid' guy
CPI, VCI, FRI, EQM, EQE, EQR, EQF, EQU, EQP, S. Understanding, Charisma, Aura, Mental Fortitude, Cognitive Discipline, Composure, Perseverance, Stress Tolerance, Direct/Individual/Indirect/Emotional/Logical Manipulation, Concealment, Misdirection, Setting Up Traps, Strategy, Planning, Abduction, Induction, Linear/Lateral/Divergent Thinking Mental/Environmental/Physical Adaptability, Info Gathering/Control

EPISODE 5:
Shadi, who is an anubis prophet from 3000 years before, Enters Yugi's mind and meets with Yami Yugi, who challenges him to a game. There are plenty of doors and Shadi has to find the right one. At one point Shadi opens 1 door and finds Yugi inside at the end of the Room, so he thinks it is the right one and enters, however, Yugi misdirects him, in fact, The pavement breaks and Shadi falls into the void. He is able to hold himself with 1 hand but not to get up, so Yugi reaches him and grabs him, not only saving him but building a sense of recognition towards him.(EQF, S. Management/Skills, Charisma, Aura, Direct/Emotional/Logical/Individual/Indirect Manipulation, Misdirection, Concealment, Resource Utilization, Strategy, Planning, Divergent/Non-Linear Thinking)

EPISODE 6:

AGAINST SHADI: Shadi wants to challenge Yugi, so he possesses Tea with his powers. At school, everyone notices that Tea is acting strangely, and when no one notices, Tea tries to hurt Yugi. At one point, in the hospital room, Tea jumps on Yugi, but all his other friends(Miho, Trystan and Joey) who went to look for Yugi, found him on the ground with Tea above him. Tea at that point asks him, with Shadi's voice, to show his true power. Tea then runs away, and the 4 friends split up to look for her. However Shadi then possesses Trystan too, and orders him to follow Miho and Joey, that's because he wanted to challegende Yugi Alone. Yugi finds Tea and follows her, until finds her on a ramp on the rooftop.



There are 4 statues below that hold the 4 ropes (one per each) that stabilizes the ramp.



and one above of them that holds the golden key.



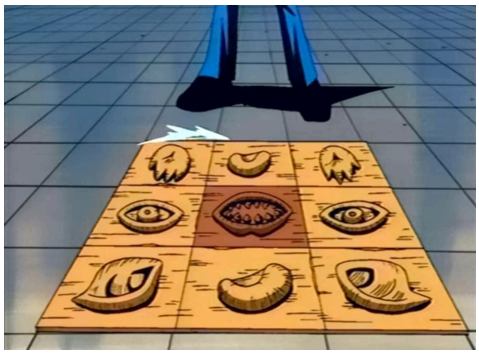
On the rooftop he encounters Shadi, who says to Yugi that Tea is under his orders.
After a little Shadi's speech to call out for Yami Yugi, the Yami version of Yugi finally appears. After this, there is a conversation, in which Shadi says that a Yugi's part of his heart is scared of his own powers. At that point one of the statues below breaks(last image) and Shadi explains the reason: the rules of the shadow game he proposes to Yugi(yes, he has the power to use Shadow games too, however, in this case, these shadow games do not bring people to another world). Because of this he explains the rules: the game is gonna consist of different games, which Yugi has to not lose or the statues below will break and make the ramp fall. Moreover, one statue will break each time Yugi shows his weaknesses(the first statue does not count as an EM anti feat because Yugi didn't know he had to manage his emotions). If all the statues break, the 4 ropes that stabilize the ramp will break and Tea will fall down and die.
The statue above instead represents Shadi's heart, so if his heart breaks, the statue breaks too. If this statue breaks, The golden key will pass through the ropes and touch Tea's key. Once the key touches the one possessed, the person becomes normal again.
The first game that Yugi plays is composed by a monster summoned by Shadi that is holding Yugi from the back:



and 9 stone slates at the ground:



Yugi has to guess what is behind the reddish slab without turning any of the yellow ones. The hint is: the stone slates are a mirror of the monster.
Because of this hint Yugi observes that the figure of slabs is a concentration(idk what that is), but with a slab more at the center(the reddish one). So, since that is a concentration of 8 slabs instead of 9 , there should be 4 pairs of objects + 1 singular one at the center that he has to guess. Because of this, he observes the monster and sees that it has 4 types of pairs: 1 pair of eyes, 1 of hands, 1 of and ears and 1 of nostrils. He sees that the only singular part of the monster is the mouth, so, under the reddish slab, there should be a mouth.
All of his suggestions are right and wins the game without breaking any of his statues, even if he had a monster holding him tightly and his friend with the possibility of dying.



For the second game Yugi's opponent is a version of Joey created by using the memory of the non-Yami Yugi. The game works like this: the two of them stay here:



The two of them, in turns, launch the pyramid puzzle, and wherever the puzzle points, the opponent has to walk to squares in that direction. The first one to fall in the void loses. Yugi is doubting the fact that Joey is the actual one from the memories, but he then makes a negative comment about Yugi's puzzle that reminds him of the Joey of the past. That destroys him emotionally and 2 other of his statues break.
The game starts with Joey launching the pyramid and Yugi has to take 2 steps to make the void closer. Now it is Yugi's turn, but he plans to pass all of his turns. Joey's turn again and Yugi takes another 2 steps and is then 1 step close to the void. However, Yugi still passes the turn. Shadi asks him if he is just giving up but Yugi responds that he is just not damaging his friend because he believes him, and Shadi responds that the weakness of his heart makes him trust others and it will make him lose, however, just after this, Joey surrenders and disappears, making Yugi win.

While that was happening, Miho and the real Joey were followed by the possessed Trystan until they were just in the window below Tea's ramp.
The rope that stabilizes Tea has a problem even if the statue doesn't break, so the ramp destabilizes, but, just when she is almost falling, Joey takes the ramp from under and sustains it, saving Tea.
At this moment Shadin is astonished and incredule of the things that are happening, so his statue breaks, and the Key, as expected, touches Tea's hand. She regains consciousness, so she is very scared of what is happening. In that moment, Trystan comes to Joey and disturbs him, so the ramp falls off, but Yugi is fast enough to grab Tea's arm and save her. Moreover, The golden key, while the ramp is falling, touches Trystan, and he becomes normal again. Shadi goes away and takes the golden key that is falling.
(FRI, CPI, VSI, EQM, EQE, EQU, EQF, S. Awareness, Aura, Composure, Determination, Perseverance, Cognitive Discipline, Stress Tolerance, Mental Fortitude, Interpersonal/Bodily Intelligence, Direct/Indirect/Emotional/Logical/Individual Manipulation, Trap Evasion, Strategy, Planning, Improvisation, Deduction, Abduction, Induction, Intuition, Linear/Non-Linear/Lateral/Divergent/Convergent Thinking, Mental/Social Adaptability, Observation, Analysis)

EPISODE 7

AGAINST HAYAMA: there's a new game that's becoming famous where you have to develop and grow your digital pet. This game is played on a unique device that can connect with another device of this type. When the 2 devices are connected, the two pets that are inside of them start interacting and when they get a prolonged touch, they pass Data to each other. With enough Data, they evolve.
In the school there is a big guy with the name of Kujirada who acts very rude and physically. On the other hand, there is another person, Hayama, who never talks to anyone and doesnt even have a pet device.
One day Kujirada calls out Hayama and Yugi follows them to see what is going on between them. At that point he sees that Hayama is giving him money in the bathroom, and when Hayama exits it, Yugi says that they can become friends and gives him a pet device.

The next day Kujirada challenges the Yugi's friend group to a battle between pets and Kujirada's pets eat Joey's one and Tea's, but gets destroyed by Trystan's.
After school, we see that Kujirada'a pride is destroyed. After this, when Miho and Trystan are walking home together, Kujirada takes Miho with him, putting her on his back, and he leaves a paper to Trystan with written to go to a certain building. While Kujirada is going to that building while transporting Miho, Yugi notices them and follows Kujirada. When Trystan gets there, there is Miho who is tied and suspended on the air. Moreover Hayama, who was just beating up Kujirada, appears. He reveals the truth, and the fact that he was using those money to control Kujirada and raise him like a pet, however, he is angry with him because he lost to a mere digital pet. So, Hayama wants Trystan to become his new pet. Yugi arrives too, and Hayama hits both with a whip, putting them on the ground. At that moment Yami's version appears and Yugi takes Hayami's pet device to start a battle with him: Hayami accepts thinking he will surely win, because of his own pride and the fact that Yugi's pet is inferior. The battle starts and initially Kujirada's pet seems to have the lead, but Yugi's one is able to be held by the Kujirada's, at that point a prolonged touch is made and they both get Data. Thanks to that Yugi's pet evolves and his new version is able to destroy Kujirada's pet. At that point Kujirada's pride is destroyed, because, just like his own human pet, he lost to a mere digital pet.
(EQE, EQU, EQF, S. Understanding/Management, Aura Direct/Individual/Emotional Manipulation, Misdirection, Concealment, Strategy, Planning, Resource Utilization, Physical/Mental Adaptability, Information Gathering, Information, Control)

EPISODE 8:

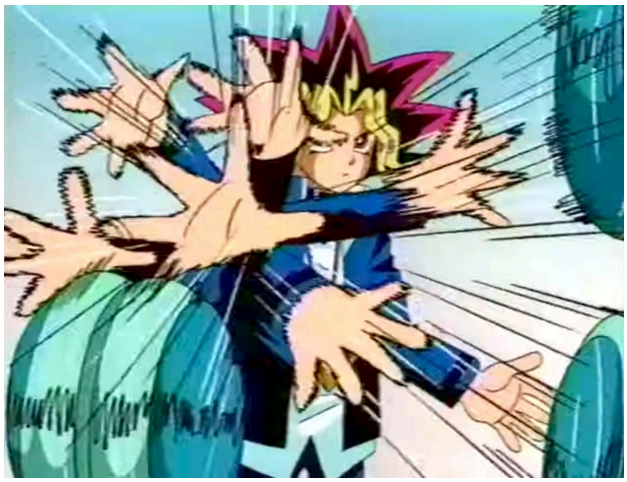
AGAINST RIDLEY: Duel monsters game has a particular peculiarity: the field where the guys are playing matters. If the field is of a special category, like Forest, all Forest monsters get stronger. Yugi is at school, when the school nurse asks him to play a game of duel monsters because there have been rumors that he is very strong at the game, so she wants to play a match. She wins and takes one of Yugi's strong cards as a prize. She then says that Yugi will get it back if he wins against her. We then discover that the nurse was actually an extremely well made doll of Ridley(Ridley is one the Kaiba's helpers) and the voice 'she' was using was actually Ridley's one.
When Yugi is at the game store, a guy approaches him and asks him what he wants to do, Yugi says he wants to try out the new game, so the guy says, "it is right here" and brings him to a car, where he gets picked up and forcefully taken in the car. There is Kaiba and Ridley in that car. The destination is Ridley's Doll House, where they play a match of duel monsters: everything was going ok until something seems to be off: Ridley's monsters didn't seem to die, even though they were weaker. At this point Yugi remembers where he was: the Doll House, that could mean that Ridley had prepared a Doll field without saying anything, and it was also then probable that his monsters didn't die because they were Doll monsters, even though Ridley didn't tell anything. Because of these clues, Yugi decides to play an energy waves monster that, even though isn't very good, easily destroys Doll monsters on the field. The Ridley's monsters, after Yugi activates the energy waves, die, proving Yugi's rightness in his hypothesis and then winning, with this move, the game. Yugi, with this one, takes his card back.

(FRI, CPI, Fluid/Crystallized Intelligence, Trap Evasion, Deduction, Linear/Convergent Thinking, Logical Prediction, Strategy, Information Gathering, Perception, Strategic Adaptability, Analysis, Observation)

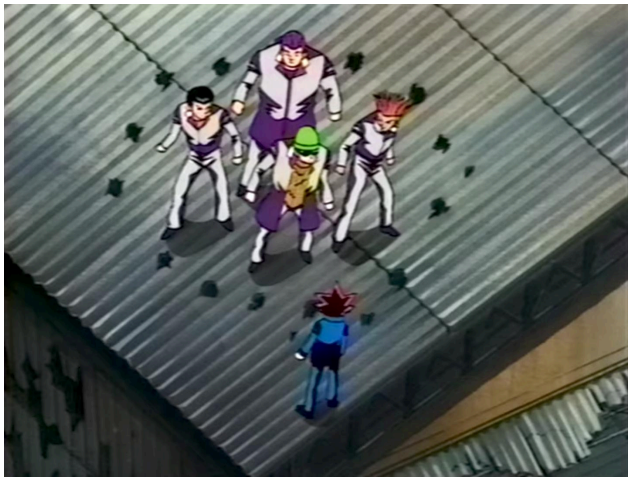
EPISODE 9

AGAINST YO-YO DELINQUENTS: Yo-yos are getting popular in Yugi's town. There's a problem: these yo-yos are built with hard materials, so they can easily hurt people. In fact, many delinquents use them to hurt other people to their favor. The rumors about these delinquents from the Rintama school are spread in Yugi's school too, because a student of it seems to have become one. Joey has a terrible will to beat these delinquents down.
The next day, Joey isn't at school, and this is the first time Joey misses school, so everyone knows something is off, and Yugi thinks that it has to do with the delinquents they were talking about the day before. Because of this, Yugu's group plans to go around the town looking for Joey.
After school, they start their research, but they don't seem to find anything, until, in the street, they find Joey, who is getting along well with the yo-yo delinquents.Yugi tries to approach and get him to the right path, but after a little talk with the delinquents, Yugi gets beaten down by one of them, and at that moment Joey seemed to have a little sulk on his face. The delinquents then walk away.
After this event, Trystan, the only Joey's middle school classmate who is in the same school as him during high school too, talks about the fact that Joey, during middle school, used to hang out with those delinquents and specifically their boss Hirotami, who was with them just at that moment. Trystan then asks rhetorically why has Joey returned to that group, but Yugi, after thinking about the friendship that he has built thanks to the pyramid puzzle, is sure Joey is still a good person(as he states now) and he was forced join that group again(as he states later).
Later that day, Yugi's group goes to J'z, the cafè which should be the delinquents' hideout. Inside they ask the worker what he knows about the delinquents from Rintama, and he says that they might be in one of their hideouts or still fighting around. Moreover, he says that guys from Domini high school like the Yugi's group shouldn't talk with them because just the day before, a guy from Domino(Which Trystan understands he is actually Joey) just the day before, was forced to join the group, and Yugi says that he knew he was forced.
While Miho and Tea say that he surely will come back as usual the next day, Trustan and Yugi understand that they have to take a move, so they look straight at each other with a serious face, understanding that they have to take action.
After this, Trystan and Yugi go to the other delinquents' hideout, a weak-metal building with no rooms and some windows, but some stairs to go up and see things from above.
Yugi starts saying to Joey that he knows he was forced but Joey denies it and says that it was his own will to leave that boring school and the stupid friendship with Yugi and his group. Moreover, Trystan had planned to convince him to return to his friendship with them by showing him a pink sash which was used by the Trystand and Joey's team in a long-distance race during middle school, in which Joey and Trystan carried the team to the win and created a great friendship thanks to that race.
However, after Trystan shows it to Joey, Joey takes it, leaves it at the ground and steps on it.

Their actions didn't work well, and the next day Joey, as predicted by Trystan and Joey, doesn't come to school(which is not shown but is understandable by watching the dynamics which have not changed yet).
After school, Trystan and Yugi go to the hideout again and Trystan challenges the boss of the group(which is without Joey at the moment), Hirotani, to a fight, and if Trystan wins, they have to return Joey. They both take their weapon: Trystan takes a broom, and Hirotani a yo-yo, which is revealed to have spined which can hurt the opponent badly. With the yo-yo Hirotani breaks the room and hits Trystan launching him at the ground, after this though, Hirotani throws the Yoyo at Trystan again, However, Yugi, to protect Trystan, launches himself at him and his pyramid puzzle, which he always brings tied as a necklace, takes the hit, and because of the impact with the pyramid the yo-yo gets launched back, hitting Hirotani's face and giving him a scar. The group finds this attack unforgivable and grabs Yugi, ties him on the air inside the metal hideout and starts punching him.
After this, Joey appears and says to Yugi that he didn't have to bother him again, moreover, he tells that he'll put an end to this, and takes his yo-yo. It is though that he wants to Yugi, however, he aims to a group member and hits him: when Hiratori asks why, Joey says that he promised that if he joined the group, they promised to not lay an hand on his *friends*, and asks him angrily to give back his *friend* and says that he will beat up Hirotani for what he did to his *friend*, just now, Yugi states that he knew that Joey was doing that for the sake of his friends, showing how Yugi always had known the fact that, even if Joey's words said the contrary, Joey didn't actually back down on his friendship.
After this, the delinquent group(except Hirotani) surrounds Joey and launches yo-yos around him so that if he moves, he is gonna get it by them, however Joey doesn't back down moves whatsoever. Because of this, Hirotani takes action and launches his unique yo-yo with spines at him, however, Joey uses that occasion to launch is own yo-yo to, making it hit the Hitotani's spine yo-yo in a way that it directs the launch into the node that ties Yugi on the air. Doing this, the node breaks and Yugi frees himself. After this, a group member hits Joey to the ground.
Because of this, Yugi goes into Yami mode and as always gets that confident and charismatic attitude usual of Yami Yugi, disenganging in the scared self. Yugi uses a pulley he had seen to get on the second floor. After this, the delinquents(except Hirotani) use the stairs to get on the second floor too, however, Yugi isn't there anymore, and when they find him, he is shown to be on the roof, and he got there by passing through one of the broken windows.
Because of this, the group follows him on the roof too.
Yugi then grabs the yo-yo he had been hiding all along, and starts moving it at an illogically fast pace:



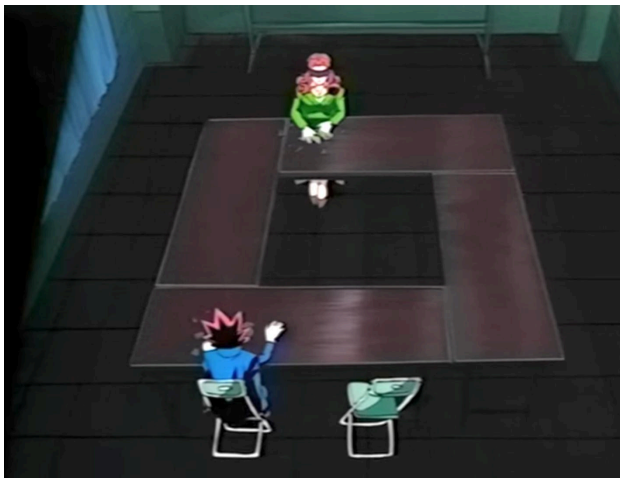
Yugi then challenges them to a game: whoever is the last standing on the roof is the winner. Because of the Yugi's yo-yo skills just shown, they all go together to defeat him because they know one alone cannot beat him, so, as he dodges all the yo-yo the group launches at him, Yugi instead hits the ground with his yo-yo, making big holes on the roof because of the weak metal. Yugi uses his own movements and the fact that they were following him to the corner of the roof, with the scope of giving him no escape route, to put all of them in a specific position: inside the circle of holes he had made:



Because of the weak metal and the fact that the structure was damaged by Yugi's holes, the area on which the group is standing falls down and the group takes a big hit, making Yugi the winner of his game and making them unable to do anything.
Joey takes on a fight with Hirotani and wins.
After these events, Joey comes back to Yugi's side.
(CPI, VSI, FRI, VCI, EQE, EQM, EQR, EQU, EQF, EQP, S. Understanding/Awareness/Management, Relationship Management, Charisma, Determination, Bodily/Visual-Spatial/Interpersonal Intelligence, Fluid Intelligence, STP, Direct/Indirect/Mass/Individual/Logical/Emotional Manipulation, Misdirection, Concealment, Setting up traps, Trap evasion, Strategy, Planning, Resource Utilization, Tactics, Abduction, Induction, Artificial/Logical Prediction, Anticipation, Convergent/Lateral/Linear Thinking, Information Gathering/Control)

EPISODE 10

LAUNCHING FEAT: Yugi is able to launch two mirror plates at the same time, making one perfectly land and break on the desk in front of himself, and the other one in the desk in front of the teacher. Moreover, while blindfolded, he is also able to perfectly launch from where he is(which is shown in the picture) a pair of gloves to the teacher. A thing that has to be said is the fact that Yugi had been in that room for not even a minute and has been concentrating on the talk between him and the teacher the entire time.



(VSI, CPI, Visual-Spatial/Bodily/Naturalistic Intelligence, Deduction)

RE-BUILDING MIRROR FEAT: Yugi challenges the teacher to a game: each person has to rebuild the mirror like a puzzle, using the pieces of the mirror that have departed when they hit the desk. This task is to be done blindfolded. After 55(-) seconds of the game, which Yugi also spent talking to the teacher about the rules of a Shadow Game and other things, he already built this:

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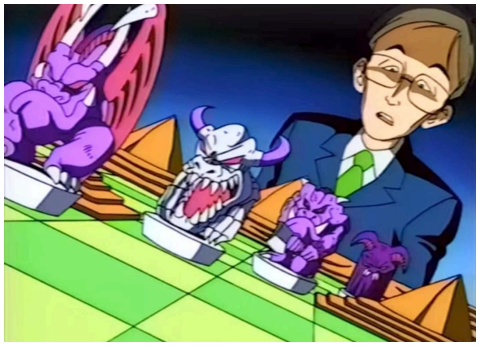
(VSI, CPI, Visual-Spatial Intel, Deduction)

EPISODE 11

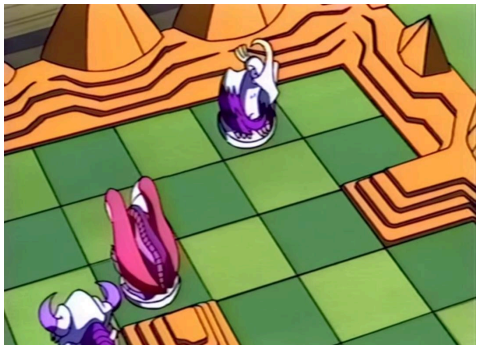
AGAINST WARASHIBE: Miho wants to all rapports with this guy with the name of Warashibe, so Yugi brings her to his secret base. At the base, they start playing a game of CapMon: If Miho wins, they can end all rapports, but if Warashibe wins, they will be together forever.



The game works like this: there is a machine that gives these “eggs”, the players have to take them 5 per each and one at a time.
There are 5 levels of eggs: 1 to 5, 1 is the weakest and 5 is the strongest. At the start of the game these eggs release monsters which are as strong as the level of the egg. The monsters are then placed to their own side of the player how the player prefers. After this, the players have one turn at a time each. During one turn, the player can move his monsters on the board. monsters can attack other monsters and if they are stronger than the other one they eat it, and when they eat it, they get their placement(for example, if the eaten monster was on E5, then the monster who has eaten gets on E5). Some monsters, though, have some special effects which they can use instead of the normal attack. Each player can move again the same monster only after 5 turns of moving it.
The game starts and Miho gets monsters of this level: 1 1 1 4 2, while Warashibe gets monsters of 5 5 5 4 4. The game starts and Miho does a move which is supposed to be bad, and Warashibe eats her monster in his turn, then Miho moves another monster, however, Yugi, who is not playing, accidentally hits the machine, and after it breaks, Yugi notices that there is a strange things inside, so Yugi accuses him of cheating, so Warashibe admits it and admits that it is how he got better eggs than Miho’s.
After this, Mihow wants to go away and claims victory because he was cheating, but Warashibe closes the exits and a wooden board falls and hits her, making her unconcious, so Yugi has to play instead of her. At this point his Yami version starts.
Warashibe wants to start a new game but Yugi says that he wants to continue the strategy Miho was playing, at which Warashibe responds that a beginner like her making such stupid moves had no strategy, but in fact, Yugi was only adapting his strategy to the previous moves of Miho, and even though the situation for him looks terrible, he has seen a way to win: he starts sacrificing all of his monsters in a way that they get eaten consequently in a diagonal line and therefore, making all of Warashibe’s monsters be in a diagonal line:



Yugi has done this because his last Monster, Torigun, even though it is weak, has the special effect of killing, only once in a duel, all monsters on his same diagonal.



Thanks to this strategy, Yugi is able to win the duel with success and take Miho away from the strange relationship with him.
(FRI, CPI, VSI, EQF, EQE, Charisma, Relationship Management, Visual Spatial Intelligence, Indirect/Direct/Individual/Logical Manipulation, Misdirection, Bluffing, Concealment, Setting up traps, trap evasion, Strategy, Planning, Artificial/Logical Prediction, Deduction, Divergent/Later/Linear Thinking, Mental/Strategic Adaptability, Perception, Information Gathering, Information Control)

EPISODE 12

AGAINST FUWA: Fuwa is a teenager who has the best luck ever, everything that happens goes in his favor. It was days and days that Fuwa could do and choose everything right just by pure intuition, for example he has been the winner at a show with the name of Game DE get show, where luck-based games are played, for 7 weeks, without making a single mistake. Yugi has to face him in a concentration game, where, at turns, they have to choose 2 cards between 11 face-down cards and if they are of the same number, they get a point. If you get the joker though, you lose. Because of his pure luck, he has to prepare a plan: the game starts, and Fuwa is guessing all of the cards right, instead Yugi, in every of his turns, chooses the same cards over and over again, which are a 2 and a 5. At a certain point, there is a black-out and when the power turns on again, the game restarts with the turn of Fuwa: Fuwa takes a 5 as the first card, and because of what Yugi had done before, he is know sure that the other 5 is the card that Yugi always choosing before, so he picks it. However, The cards switch places randomly all the time, and while Yugi knows it, Fuwa didn't, and because of this, instead of the 5, Fuwa finds a Joker and loses firstly the game and his luck.

After this event, Fuwa's luck is not the same ever again, so his influence in the gambling world vanishes.
(SM, Direct/Logical/Individual Manipulation, Misdirection, Information Gathering/Control, Strategy, Planning, Resource Utilization, Methods)

EPISODE 13

AGAINST KOKURANO: A guy with the name of Kokurano is a so-called prophet, because all the predictions he says come true, because of this, he has a cult at school that has built him a lot of Influence. For example, when something like an earthquake happens, he slides a paper from his mantle, where he, before the event, wrote that the earthquake would have happened. Yugi doesn't really trust him, however his friends, except Miho and Tea, believe him. Trystan asks him about his own future and Kokurano says that he will be happy with a lady, and so he thinks about Miho, moreover, Joey also asks about it, and the prophet says that he will be hit by a light. During the PE lesson, this happens. The next day, Tea, who was with Yugi and others, receives from him a prophecy, saying that a man is looking at her from the unknown, so she thinks of that one Yugi, with a different voice though, that saved her in episode 2, who she is now attracted by.
Because of the fact that Joey's prophecy came true and the fact that there is actually a man from the unknown who she was attracted to, she goes to ask about this many to the prophet, and he says that she will meet him at 6 PM in the science room, so she gets really excited because she is attracted by Yami Yugi, even though she has never seen him.
Moreover, Yugi is also there, and the prophet says to Yugi that countless letters will fall onto him. However, Yugi says that when he uses paper to demonstrate his prediction(just like in the earthquake case), he just writes down a bunch of things and then some of them actually happen, and after this, he also says that his other prophecies are lies.
During the afternoon, Tea and Yugi are still at school, and Tea remembers about her prophecy so she goes into the science room. While Yugi exiting the school, he finds a book on the ground, so he goes into the school library to put it at his place, but just when he is putting it, all the bookshelves fall into him, proving Kukorano's prediction right.
ooIn this moment, Yami's form activates, and Yugi, after stopping the bookshelf into falling onto him, takes a prolonged look at his right, predicting that Kokurano, after making his own prediction come true, will run from that side. After seeing Kokurano pass, Yugi says that he knows that Kukorano is fabricating all the events, just to present himself as a psychist and gain influence. To continue his strategy, Yugi then goes to the science room, because, remembering the prophecy that was said to Tea, Yugi has understood that the man who will come to her will be Kokurano himself.
He quietly enters the science room and quickly and sneakily prepares a game of his. When Kukorano, after, as predicted, arrassing Tea, is saying that as long as he can make his own prediction come true and he can present himself a psychist, everything will go his way(just qs Yugi understood before), Yugu approaches Kokurano, insulting him about his fake position.
After a small conversation, Yugi says that it is time for a game(the game he cunningly prepared while Kokurano was distracted). Tea recognizes the same voice from when she was saved in episode 2, thinking that the man actually came, but she then falls asleep. Yugi understands that

she had not fallen asleep casually, but she had fallen asleep thanks to the fact that Kokurano had poured onto her chloroform liquid, found in one of the chloroform bottles that can be found in the science room, so that she would have smelled it and fainted, so that Kokurano could have then done whatever he wanted to her.
At that point Yugi shows the game to Kokurano, dueling him at that game.
The game works like this:
There are 5 bottles of chloroform hanging on the ceiling. Every bottle is quite distant from each other. Every minute, one of the bottles, at random, will fall, and if it breaks, the one who had to catch it will lose. Moreover, if you are near the broken bottle, you will smell the chloroform and faint.
This game was chosen to show to Kokurano that his psychic powers have no sense and can be easily debunked.
The game starts, and Yugi catches the first bottle easily.
Then there's the turn of Kokurano , who puts himself under one of the bottles, hoping that it will be the one to fall. His luck helps him and he catches that bottle.
Then it is Yugi's turn again and a very distant bottle falls, so he has to run to catch it, however, Kokurano trips Yugi and he falls onto the ground, however he already had a plan B and launches his puzzle to block the bottle from breaking:



Then, it's Kokurano's turn again, and there are 2 bottles left that have to fall, so, trying luck again, Kokurano goes under one. However, his luck doesn't help him this time and the other one, very far from him, falls. Kokurano runs, and once he is just near the bottle, it breaks. Kokurano then smells the chloroform and passes out.
Yugi then grabs the unconscious Tea with his arms and exits the school.
This event impacts Kokurano so much that after this event the Kokurano's cult is nowhere to be heard of anymore.
(VCI, FRI, CPI, VSI, EQP, EQU, EQF, S. Management/Awareness/Understanding, Aura, STP, STS, Mathematical/Interpersonal/Visual-Spatial Intelligence, Direct/Emotional/Logical/Individual/Mass Manipulation, Cunningness, Setting Up Traps, Trap Evasion, Strategy, Planning, Resource Utilization, Improvisation, Abduction, Induction, Deduction, Logical Prediction, Anticipation, Divergent/Linear/Lateral Thinking, Perception, Information Gathering, Information Control, Seduction, Strategic/Physical Adaptability)

EPISODE 14

AGAINST AMUSEMENT PARK CRIMINAL:

It was about 12 PM and Yugi and Tea, who really wants to see the Yami Yugi that she really likes, were at an amusement park together, and Tea went on the big wheel, with 13 cabins. She was in the third cabin, when, suddenly, the police officers get a call from a criminal who wants to play a game with them: there are bombs implanted in the wheel of that amusement park. The police officers go there and tell everyone to evacuate, but Yugi does not because his friend is in the wheel. When the police officers, who have a bunch of balloons, are under the wheel they are told this by the criminal: drop a balloon in the air. The police officer drops a white balloon and the cabinet n 1 explodes. At that point the criminal says that based on the color, he will make one cabin explode, and they have to guess which color of balloon is the one that would have made the third cabinet explode, the one Tea was in. The police officer panics and asks if there is someone who is good at games, so Yugiz who has just activated his Yami form for the event, which Tea is really excited to see, says he is the one and takes the challenge instead of the police. He has 15 minutes to complete the task or the wheel will explode entirely.
Yugi is very scared and does not want to drop another balloon at random, in case some victims would have died, so the criminal suggests to drop the yellow balloon, in a very funny and enjoying tone of voice, which Yugi understands that it means that he is enjoying this game and so he does not want to make Yugi lose by making him choose a balloon that would have killed someone already, so Yugi drops the yellow balloon and the tenth cabins explodes, that was, as expected, with not a single person inside. After some time, the criminal says to drop instead the pink balloon, in the same tone as before, so Yugi understands the situation again, drops it and the fourth cabin, who had no one inside as expected, explodes.
There only 2 minutes left and there are 2 problems:

1) How is the criminal choosing the cabins corresponding to the balloons?
2) How does the criminal know the color of the dropped balloon? everyone should have evacuated, so he should be seen easily

At this moment though, Yugi gets an idea: the existence of flower clocks(which in this show are basically some giant clocks on the ground, in which every hour is represented by a different type of flower), so he asks the amusement park guy, who was with the police officer, if there is one in this park, and the guy says that it is, and when Yugi asks for how distant it is, the guy says it is 2 minutes distant if you run, so Yugi would have no time to check it, however, he observes that there is one of those machines that bring you up on air(on the picture), so he asks the amusement park to let him use it, so that he could have observed the clock without running directly to it.



But why has he done all of this? Well, different flowers have different colors, so, as each number corresponds to a different flower, it also correspond to the flower's color, and as expected: 1's flowers were white, 4's flowers were pink and 10's flowers were yellow.



Because of this, he understands that, observing the clock, the color of the balloon which would have gotten cabin number three exploded was blue.

There's a catch though: how was the criminal able to know the colors of the dropped balloons? Well, as I have stated before, The wheel had 13 cabins, however, the clock has only 12 numbers, so Yugi understands that the criminal was in cabin 13 all along. Because of this, he tells that he will drop the white balloon, and when the criminal says that cabin 1 has already exploded, Yugi says that since now it's PM time, it is the 13th hour of the day, so cabin number 13 has to explode. Of course the criminal doesn't listen to him and Yugi admits that he knows everything, even if the criminal continues to deny it.

Because of this, Yugi uses his power to create an illusion of a bomb in cabin 13, stating that that was the bomb that he himself implanted and had the control over, and he would have made it explode in seconds. Because of this, the criminal opens the cabin door in mid air, falls, and the police catches, making Yugi save Tea and all the others.

(VCI, FRI, CPI, VSI, EQP, EQU, EQF, Determination, Perseverance, Cognitive Discipline, Mental Fortitude, Stress Tolerance, STS, STP, Visual/-Spatial/Interpersonal Intelligence, Direct/Indirect/Logical/Individual Manipulation, Misdirection, Bluffing, Fabrication, Setting Up

Traps, Trap Evasion, Strategy, Planning, Improvisation, Methods, Resource Utilization, Deduction, Abduction, Induction, Divergent/Convergent/Later/Non-Linear/Abstract Thinking, Logical Prediction, Information Gathering, Information Control, Mental/Environmental Adaptability, Seduction, Observation, Analysis)

EPISODE 16

FOR SHIZUKA: Joey has a sister, Shizuka, in hospital that he has never told about to his friends, however one day, Joey asks Yugi to go with him to that hospital because of a thing that happened before. Joey then asks to keep the secret and not tell anyone, and Yugi says "okay". When Yugi and Joey go to meet her, she doesn't seem bothered by Yugi's presence, but she indeed looks happy. Because of this, Yugi decides to not keep the secret but instead tell it to other friends in the friend group, so the time after, when they all go see her together, she is happier.
(EQU, EQF, SM, SU, Bluffing, Information Control)

AGAINST GOUYUU: The first time Yugi goes to that hospital, Joey meets Miyuki, Shizuka's nurse, and he gets a crush on her, because she is really kind and caring to her patients. Moreover, Joey gets some gauze from her because of some wounds he had gotten before. When all the Yugi's friend group goes to the hospital, they all realize Joey has a crush on Miyuki, so Trystan decides to help him: they, Joey and Trystan, go together to approach her with a gift that Joey does not know about, decided by Trystan. Joey gives it to Miyuki, but to their surprise, it was a bra, so Miyuki says to stop with the jokes and runs away.
Later, Joey goes to her to say that he is sorry, however, in that moment, Joey assists to a scene of her boss, doctor Gouyuu, who asks her to go on a cruise vacation together, but she refuses and says to never speak to her again, because Gouyuu is a man that prefers relaxing and recreation over works and taking care of his patients, however, Miyuki is the exact opposite. Joey then is able to talk to her about the event and then gets his gauze changed by Miyuki in the infirmary.
The day after, Joey still hasn't recovered from the embarrassing moment of the day before, because of this, Yugi goes to him and reminds him of the fact that the old Joey always used to say to Yugi to man up, reminding him that it is the thing he should do right now. Because of this motivation, Joey buys flowers and goes straight to the hospital along with Yugi to give them to her. Joey and Yugi look around the hospital for her, but they meet Shizuka, who says that she had been forced to leave by the boss Gouyuu, because he says that Miyuki had forgotten his orders for a patient, who was then put in extreme danger, and instead was with a man in the infirmary, but she thinks that he is lying. Joey remembers who the man was: it was him. He also understands that all of that was actually because he had been refused and was instead with Joey. Because of this, Joey goes to confront Gouyuu, but he blackmails him saying that he put his sister out of the hospital.
After this, Yugi and Joey go away from the hospital and Joey cries because of the events, so Yugi goes to the hospital to perform a strategy to break Gouyuu's ego and power.

How was Yugi sure Gouyuu was lying? Well, he had this clues:

1. The nurse was kind and caring to his patients, so it is really hard that she had indeed forgotten about some orders for them.
2. After leaving the hospital, Joey had his gauze changed, meaning that the probable man she was with, was not with her just to have fun with her, but he was a patient and she was actually doing her job as always

Yugi goes into the hospital and walks around it at a very fast pace, while observing the hospital structure.
When Yugi is near Gouyuu's room, he starts to register everything, and in that moment Gouyuu, who has his golden gold bat on his hands(as usual), is making a call with his golf friends about Miyuku's case, and what actually happened(she had been fired because he refused). Yugi shows his registration to him, so now, since he now has these words registered, he challenges him to a game, and because Yugi now has control over his faith, he accepts his proposal.
Because of the fact that Yugi has seen Gouyuu holding gently a precious golden bat, he understands that he is in golfing, so he proposes a golfing game.
The game goes like this: they play golf in the hospital, and the first one, as Gouyuu decided, to get the ball into the infirmary, that is at the floor below, wins.
Gouyuu uses his golden bat, however Yugi, Stethoscope, because of elasticity, even if low, of the strings that compose it, so that he can make a good launch of the ball.
The second turn is Yugi's, and he uses his inhuman strength to launch the ball in a way that seems at random, making it hit the wall and the window many times at an extremely fast pace, until it enters a room, and because now the ball is lost, it is Gouyuu's turn over and over again. Because of this, he hits the ball a lot of times perfectly, since he is a golf pro. When Gouyuu's ball is just near the infirmary and Gouyuu and only needs one last shot to make it enter, Yugi's ball exits from the infirmary, and Gouyuu, a golf pro, is shocked to see that, and Yugi, from behind, comes to him and claims his victory, knowing very well that it would have happened.
How was that possible: didn't Yugi's ball enter that room and disappear?

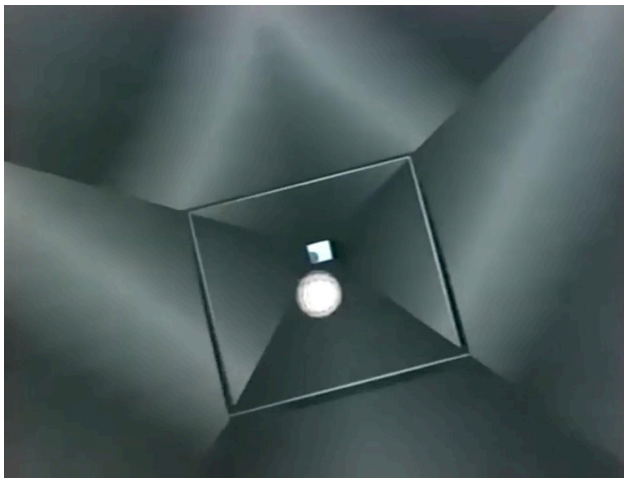
Well, Yugi, observing the building, had noticed that there was an infirmary mailbox, so he uses it to make the ball enter the room where that mailbox was, make it enter and finally make the ball fall straight into the infirmary, make the ball do this trajectory and winning with only one single strategic shot:




ナースセンター


メールBOX


メールBOX





Yugi then says that even though he(Gouyuu) knows the golfing fields very well, he doesn't know the hospital he should be working in well, and Gouyuu is absolutely destroyed and his ego is broken.
After this, Yugi spread the registered call to the patients of the hospital, so that they can do whatever they want to punish him.
The next day, all of the patients go to him to go against him and he has to admit everything.
(VSI, CPI, FRI, EQU, EQP, EQF, S. Management/Understanding, Charisma, Aura, Determination, Visual-Spatial/Bodily/Interpersonal Intelligence, Direct/Individual/Mass/Emotional/Logical Manipulation, Misdirection, Setting Up Traps, Strategy, Planning, Resource Utilization, Methods, Deduction, Induction, Abduction, Logical/Artificial Prediction, Application/Divergent/Non-Linear Thinking, Information Gathering, Information Control, Observation, Analysis)

EPISODE 17

MEMORY STATEMENT: Yami Yugi states to have 5000 years of Egyptian(???) Knowledge (Memory, Knowledge, VCI)

AGAINST AILEEN: Tea has been taken as a hostage by Aileen, a model from Kaiba's Corporation. Now that Tea is a hostage, Aileen asks, with the purpose of discovering Yugi's true potential, to play a game with him, in the room next to where Tea is taken as a hostage, in a way that Yugi can see her suffer.
The game works like this: there are 2 players going against each other. Each player has 10 pieces: Low-Mid Pieces (2 Cavalries(or Horses), 2 Elephants, 2 Soldiers, 1 Shogun), High Pieces (1 King, 1 Queen, 1 Raijin Idra).
In each turn, both players choose 1 piece, and they reveal it together:

- Cavalry destroys the Queen
- Elephant destroys Cavalry and the Queen
- Soldier destroys Cavalry, Elephant and the Queen
- Shogun destroys Cavalry, Elephant, Soldier and the Queen
- King destroys Cavalry, Elephant, Soldier and Shogun
- Queen destroys King
- Raijin Indra destroys everything, but can only be used once
- If the two chosen pieces are the same, they both get destroyed

After the battle between the two chosen pieces, the surviving piece returns to the player's hand(except Raijin Indra because it can only be used once).
Win condition: the first one to destroy the other's king wins.
They play a first match, however, Aileen hasn't already explained all of the rules in this first game, so Yugi can't do much against her, a player who knows both the rules and 2000 years of Raijinhai tactics, so he has to learn them through the first game. Moreover Aileen seems to predict every one of Yugi's moves. until she decides to make the match a tie by placing the king when she knows Yugi will place it, because Yugi has still not shown his true potential and was losing. Moreover, Yugi has analyzed and comprehended the rules well, so the match would have been more balanced.
However, before starting another match, Aileen explains that in this new match they will use the official rules: if there is a tie, the one with the most pieces, without including the Raijin Indra and the Queen, wins.
Moreover, Aileen shows how in this new match, every time Yugi loses a piece, a Gate in Tea's room will open a slight bit more each time. Behind the gate there is an aggressive tiger.
The first turn goes like this: Yugi chooses the Shogun and Aileen understands it, so she chooses the King and wins.
At this point Yugi starts doubting everything about that situation and quickly understands how she is able to do that:

Tea was taken as a hostage, however, the Kaiba Corporation knows well that Yugi would have accepted a duel by a member of them anyway, without the need of a hostage.
Moreover, Yugi has understood that Raijinhai is a game where you have to read the other person's thoughts and probability, and as his thoughts are simpler, reading him gets easier.
Furthermore, Aileen had previously stated, at the Yugi's grandpa shop, that she likes games where tricks are used.
Because of this, Tea was surely taken as a hostage to make his thoughts depart, where one side of them is based on thinking about Tea's danger and the other one about the game. Since a

smaller part of the mind is thinking about the game, the strategies are easier to read(we get a read in Aileen's thoughts and she confirms that theory).
Moreover, since she was able to read hisb strategies so well, it was very probable that the Kaiba Corporation had let her watch his matches in other games that had been probably registered by them, to let her analyze Yugi's gaming methods.
Because of all of this, from now on, Yugi decides to stop thinking about Tea and pursue a poker face to let Aileen appeal to probability alone.

To confirm all of his theories, Yugi says to her that because he is bad at the game, he will just appeal to luck and takes a piece 'at random', but before Aileen reveals his own piece, Yugi makes a prediction: the piece that Aileen has chosen is the Elephant.
His prediction was right and all of his theories about Aileen's strategy were confirmed.
The 'random' piece Yugi had chosen was the horse(cavalry). Why the horse? If Yugi's predictions were not right and he had chosen a piece that was stronger than the elephant(to destroy it), like the soldier, it might have been destroyed and Yugi would have lost an important piece of his. However, the horse is the weakest piece in the game, so in any case, he shouldn't have lost a strong part of his 'army'

But how did he get it? Yugi had 9 pieces: 2 horses, 2 elephants, 2 soldier, 1 king, 1 queen and 1 Raijin Indra: 5 of the 9 pieces(the horses, the elephants and the queen) if chosen, would have kept Aileen at an advantage, Moreover, if the one of the 4 cards that would have destroyed the elephant was the Raijin Indra, it would have been an incredibly bad move for Yugi because it would have been a big waste.
Basically, Yugi has

- 5 cards that, when chosen, keep Aileen at an advantage if she chooses the Elephant
- 1 card that, when chosen, would be extremely wasted if she chooses the Elephant
- 3 cards that, when chosen, make Yugi gain advantage if she chooses the elephant

Basically, when choosing the Elephant, Aileen had 67% of probability of high reward, and 33% of probability of minimal loss (The Elephant is an expendable piece), making "choosing the Elephant" the best choice for her.

When Yugi explains all of his reasoning to Aileen, she is amazed by how much Yugi was able to read through her strategy.
Yugi says to her that he can read her mind.
From now on Yugi plans to analyze his own situation and understand what would be the best choice for Aileen in any probable case. Another thing that he will do is try to read Aileen's expressions to understand her moves. Because of this, he will choose a piece that can counter Aileen's choice as best as possible(I'll not explain every reasoning of his, but they all follow the line from the match before). We have to remember that there is not an established time to think about the moves, so Yugi has little to no time to understand what he is going to do.

The turn after Yugi understands that Aileen will choose the Raijin Indra, so he uses this horse to make her waste her strongest piece.
Let's unpack the situation of this turn, Aileen has all 10 pieces, while Yugi has 8 pieces.

Of Aileen's pieces, 8 can be beaten by the King or the Shogun: Yugi, by choosing either the King or the Rajin Idra, has a probability of beating her of 80%/90%.
The counter to the King is either the Queen or the Rajin Idra.
The counter to the Rajin Idra is just the Rajin Idra itself.
Because of this, Aileen decides to pick the Rajin Idra as a counter to both–even if Yugi chooses the Rajin Idra and both pieces get destroyed, Aileen keeps the advantage, making it a seemingly advantageous move for her.
Yugi sees through this process and chooses the horse as a sacrifice–both the Rajin Idra of Aileen, a strong piece, and the Horse of Yugi, a weak piece, get destroyed.

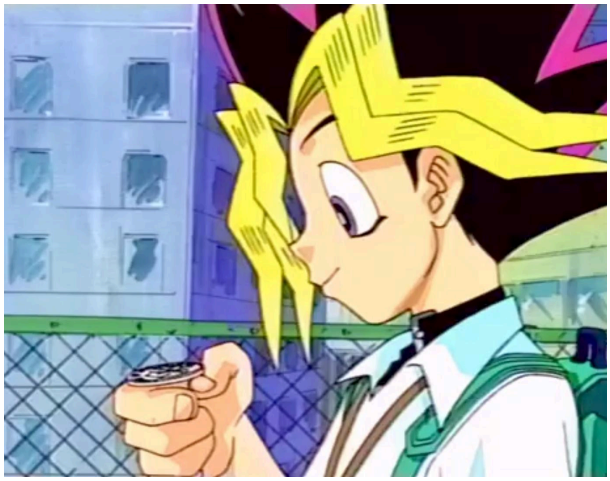
In the turn after, Yugi understands she will use the elephant and so he chooses the King and destroys her piece.
Let's unpack this turn: Although Yugi has lost many low-mid pieces, having 2 Elephants and 2 Soldiers, he still has all high pieces (King, Queen, Rajin Idra).
On the other hand, while Aileen had all Low-Mid pieces, she had lost one of the High pieces.
Due to this, Aileen would think that Yugi would want to play a High Piece to further destroy her position, so Aileen uses a weak piece as sacrifice (Elephant).
Yugi, understanding this, correctly chooses the King and wins the turn.

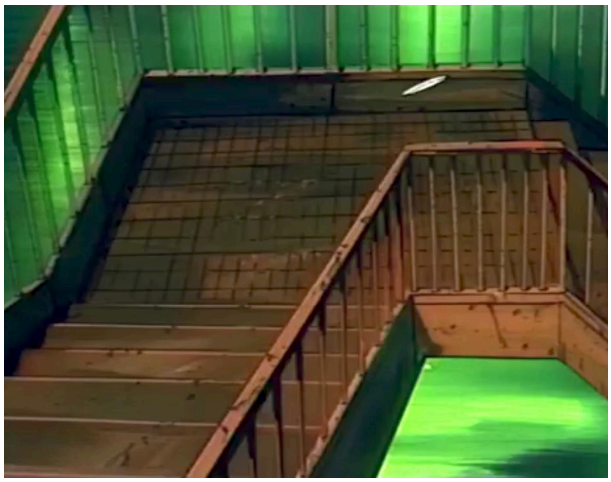
In the last turn, Yugi understands she will use the King and so he chooses to use the Queen and win the match, also saving Tea.
Let's unpack the turn:
Having Yugi confirming that she wants to use a Low-Mid piece as a sacrifice, thus also confirming that Aileen had anticipated Yugi's usage of either the Rajin Idra or The King, Aileen would now think that Yugi is manipulated to play The King once again as he wants to accept Aileen's sacrifices.
Therefore, since–in Aileen's mind–Yugi would want to play the King, Aileen wants to play the King too, making the match a tie–with the only difference that Aileen wins as she has more pieces (due to the new rule).
Most probably, Aileen had planned so far from the moment she added the new rule.
However, Yugi saw through all of this, and played the Queen to counter the King, ultimately winning the game.

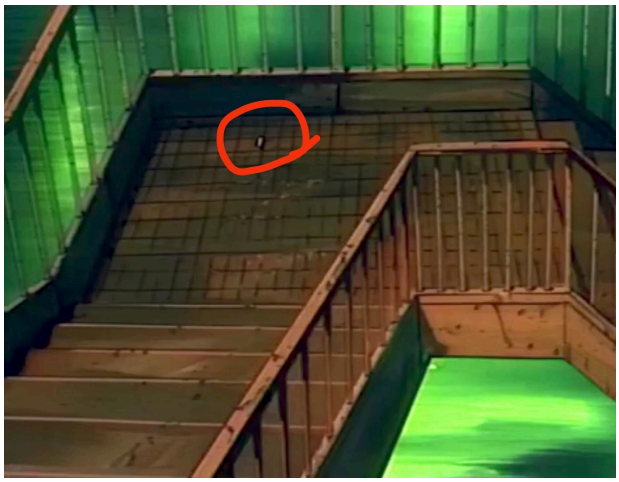
At the end of the episodes Yugi continues to claim that he had chosen the horse 'at random', however, that would make no sense, and it would be rather better to think that he continued to bluff because, since he now knows for sure that the matches against Kaiba Corporation had been registered, it is better to not spill anything out of his mouth.
(FRI, CPI, VSI, EQM, EQP, EQU, Social Awareness, Aura, Charisma, Perseverance, Determination, Cognitive Discipline, Leadership, Indirect/Logical/Individual Manipulation, Bluffing, Strategic Deception, Trap Evasion, Strategy, Planning, 2-Steps-Ahead, Coverage, Deduction, Induction, Abduction, Divergent/Non-Linear/Lateral/Fast Thinking, Logical/Artificial Prediction, Anticipation, Information Gathering, Information Control, Observation, Analysis, Strategic/Mental Adaptability, Perception)

EPISODE 18

AGAINST YAMI IMORI: Yugi's group is out together, when suddenly, they notice one of their classmates, Imori, being targeted by some bullies who want to gamble with him for 500 yen. Using violence, the game starts:
In the garden just next to the street there is a vase. The one to get a coin closer to it wins the yen.
The bully group starts and launches it just next to the vase.
Yugi steps in and proclaims himself as the adversary.
After perfectly analyzing the space in approximately 3 seconds, Yugi perfectly launches the coin, making it have this exact route and making it enter the vase, easily winning.

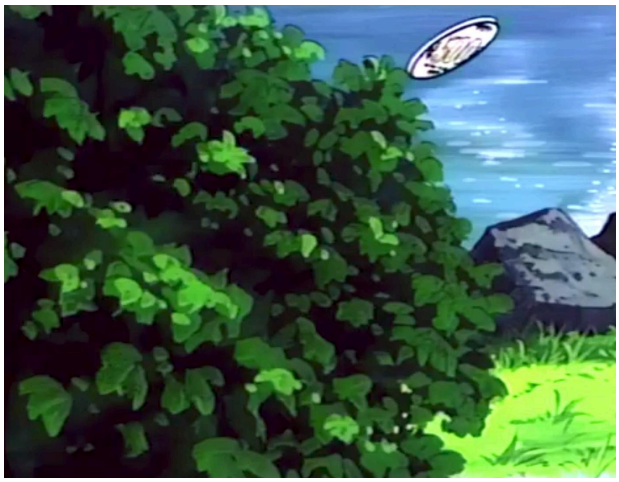


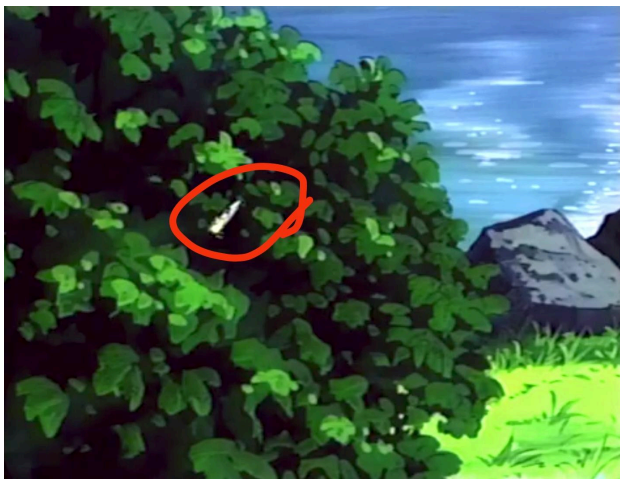


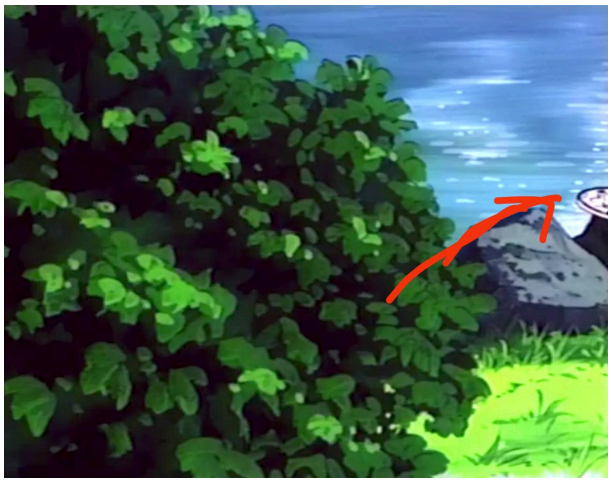












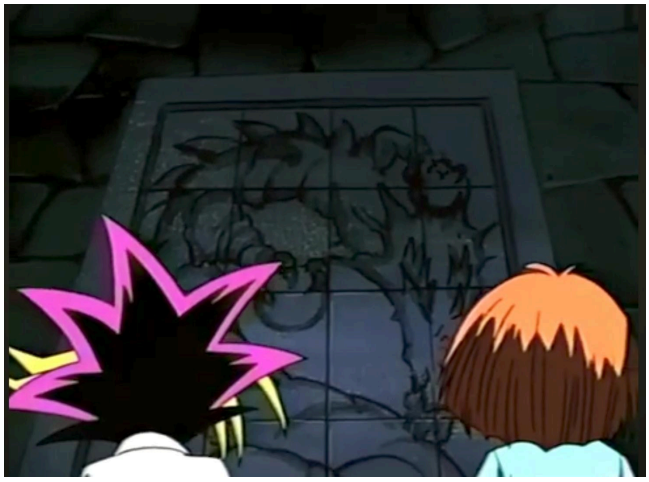






Everyone is amazed by Yugi's shot and the bullies think that it is so unbelievable that they want to see it again to confirm that it is true. However, Joey and Trystan approach defending Yugi. Imori says that Yugi is incredible and that he himself has no skills, but Yugi says that it is not true. Imori says that he is incredible and smiles at him.

Joey approaches Yugi saying that he needs to avoid that guy because he looks very dark and so Yugi might get moldy too, however, Yugi understands that Imori really is not like Joey interprets him.
At school, Imori gives him a letter, where he appreciates him for his help because he was the first one to do so, so, since he is grateful for that, he invites Yugi to his secret base in his house. In the afternoon, they both go to Imori's house, where Imori is very happy to finally have a friend with him.
In Imori's house there is the secret base he was talking about and they both go inside that place of complete darkness.
Yugi guesses that Imori always goes there alone, since he is always by himself, and Imori confirms. Moreover, Yugi, seeing a lot of games, asks Imori if he likes games too, so he tells him that actually his parents have a big collection of games. Furthermore, Yugi observes that all of the games are single player.
After this, Imori asks Yugi to be his friend and Yugi accepts, and Imori starts crying, since he had never had a single friend. Because of this, Imori wants to show him something very important for him: a unique game hidden deep down in the base, so they go down through the base until they find a big door that they cannot open. By watching it carefully, Yugi realizes that it is a puzzle, so he guesses that to open it, you first have to solve the puzzle.
Yugi solves the puzzle in a dark place in approximately 35 seconds(also counting the time he spent talking to Imori)(image of the puzzle here).



Behind the door they find the mystical game Imori talked about before, however it is sealed
They bring it to Yugi's grandpa and he recommends not opening it because of sole legends about how it can destabilize nature thanks to his powers.
The same day the game gets accidentally opened and some brutal atmospherical events happen, moreover, since it was in the hands of Imori, a dark soul comes in control of him, thanks to which he is able to defeat his bullies and one of the bullies, Mizuno, has to go the hospital because of loss of consciousness.
The day after, Yugi notices a strange change in his behavior, and after this, Imori asks him for a favor: he says that the night before he was occupied, so he need Yugi's homework, since he has not time to copy them, Yugi tries to defend himself by saying that then he would have the homework for himself, at which Imori says that it is what friends do. Then Joey intervenes in Yugi's favor, however, Imori continues and asks Yugi what he thinks of Joey's words, however

he doesn't formulate an answer and Imori calls himna traitor, but Yugi continues to have his expressionless face.
Later, Yugi puts his pyramid puzzle necklace in his locker and when he comes back to take it, he discovers that it has been taken by Imori, because of a letter of his who says that if he wants it back, he has to come to the secret base.
Yugi comes to the secret base and sees the mystical game(with the name of Dragon Block) sealed. Imori, who was waiting for Yugi and has the puzzle at his neck, unseals it and challenges Yugi to a game of Dragon Block. Imori explains that the only way to seal it again is to sacrifice the loser's soul.
At this point, Yugi understands that it is the way Mizuno, Imori's bully, has lost consciousness, and Imori confirms it.
The game hardly makes even sense so I'll not explain the matches, however:
Each person has to place the other's base in the Japanese map. If the person who owns the base loses, the place where the base was will be destroyed.
Yugi doesn't understand this initially though, as it is not explained by Imori, that will explain it during this first match.
In the first match Yugi loses and natural damage is caused. before Imori takes his soul though, Yugi puts himself in a physical position where if he loses consciousness, he will fall and grab unintentionally the pyramid, so that, because he knows that when he is in contact with the pyramid he can access to his other sould, he is able to get Yami Yugi to do another match of Dragon Block.
This happens and in the match after, Yugi localizes Imori's base in the ocean, because he is sure to win. Yugi does win with some strange strategies and decides to take away Yugi's first soul to instead put Imori's soul, because he has understood that since the game has been unlocked, another soul has conquered him, so now he will be able to come back to his normal self and Yugi is able to seal the game and get back his original soul.
(VSI, CPI, FRI, EQE, EQP, EQF, EQU, EQR, S. Understanding, Direct/Emotional/Positive/Individual Manipulation, Strategy, Planning(in the non-analyzed game, however as already told, it is impossible for me to analyze the rules of the game since it pretty much makes no sense), Abduction, Induction, Logical/Intuitive Prediction, Information Gathering, Observation, Analysis, Perception)

EPISODE 19

AGAINST KAOKURO: There is a beauty contest at Yugi's school, and the main participants are Miho from Yugi's class and Kaokuro.
Miho is winning, so Kaokuro prepares a trap: firstly, he gives her a message through one of Kaokuro's allies, with a message saying that there is a person who wants to meet Miho near the school.
Migo goes and instead she meets Kaokuro, who disables her from doing the last performance, thanks to chloroform.
Not Tea nor Yugi find Miho, just when she has to participate.
Because of this, Yugi goes to look for her and he finds her unconscious on the ground, next to her he sees a piece of handkerchief wet with chloroform(which he understands is chloroform by

the fact that Miho unconscious and the fact that chloroform is findable in the school's science room). Moreover he sees a rose petal and instantly recalls the deck of roses that Kaokuro was bringing with her, so he understands that the culprit of that action is Kaokuro, especially because they are the biggest adversaries in the competition.
Therefore his Yami form activates and goes to challenge Kaokuro to a game:
Each turn, the player will take a maximum of three roses and drop them on the ground. The one who drops the last rose loses.
They play the deck by dropping the roses from the deck on the ground. This continues until there are 4 flowers in the deck and it's Kaokuro's turn, so she drops 3 flowers, leaving only one: the one that Yugi has to drop, however, Yugi, instead of taking that, takes the flower on the Kaokuro's hair and drops it at the ground, also reminding her that the flowers never had to be the deck's flowers. Kaokuro loses, and as punishment, for all of her actions, he gives her a vision of how she will be when she is older. Why this vision? Well, someone who would have gotten so angry at someone at the point where she made her beauty competition opponent unconscious must care too much about her own appearance therefore showing her ruined old face made her disgusted and unhappy, leaving her, with this, do a terrible performance at the last stage of the competition, which disappointed everyone including her fans.
(FRI, VCI, CPI, EQF, EQU, S. Management/Awareness, Memory, Indirect/Emotional/Individual, Misdirection, Setting Up Traps, Strategy, Planning, Resource Utilization, Abduction, Induction, Divergent/Non-Linear Thinking, Information Control/Gathering, Observation, Analysis)

EPISODE 20

Yugi defeats Kaiba's childhood master in Duel Monster.(no major feats)

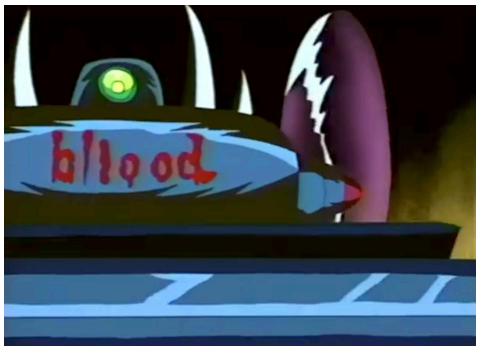
EPISODE 21

Kaiba has kidnapped Yugi's grandpa, so Yugi's group unites to go to Kaiba Land, the place where he will face Kaiba's strategies to then take his grandpa back.(no major feats)

EPISODE 22

DEATH T-2 GAME: Yugi is at the second game of the games he and his friend have to face in Kaiba Land.
The game works like this: the 4 friends of Yugi have to pull 4 levers, one per each friend. Each lever has a name: 10, 11, 00, 01.
When they all pull their levers, A robot comes towards them, in order to crush them:





Everyone is scared because if the robot doesn't stop, they will all die, so they think of releasing the levers, however, Kaiba says that if they do so, they will all die.
Kaiba starts explaining how the game works:

- There is a robot whose name is "blood" who is going to crush them and kill them
- To stop him, they have to release only one particular lever
- Hint: the robot doesn't like when his name is got wrong

Yugi, the only one who doesn't have the pressure to keep the level pulled, starts thinking about which level has to be released.
When the robot is very close to him, so he is almost dying, he doesn't get too panicked and understands the answer: The lever "11" has to be pulled.

Why though? so, basically, we can decompose the word "blood" like this: lo(decomposed b)loool(decomposed d). Furthermore, you can also count the "l" as a 1(I is a way to write the number 1) and the "o" as a 0(same thing), therefore blood —--} 1010001, and as we can see, 1 and 0 are the same digits as the name of the levers, so here we are one step closer to the solution.
Now we have to count the hint: "the robot doesn't like when his name is got wrong", but why this hint? Well, as we can see from the text on the robot, it doesn't say "blood", but instead it says "bllood", therefore, using the same method from before, we can decompose the name like this: 10110001, and we can see it's the same numbers of the name of the levers: 10 11 00 01.
Now, the mistake of the name was done on the bLLood, therefore the part that decomposes in 11, so the lever that has to be released is 11.
Yugi is right and they pass to the third game.
(Deduction, Abduction, Decompositional RSN, Abstract RSN, Linear/Divergent/Convergent/Abstract Thinking, FRI, Perseverance, Cognitive Discipline, Mental

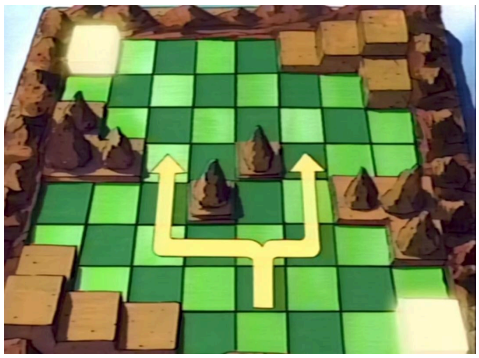
Fortitude, Determination, Composure, Trap Evasion, Information Gathering, Perception, Observation, Analysis, Connecting the dots)

EPISODE 23

DEATH T-4 GAME: Yugi is somewhat scared because of his Yami Yugi form, however, after a Joey's speech, Yugi regains his courage and for the fourth game of Kaiba Land's games, Yugi activates on command his Yami soul to win the match(I specify 'on command' because if you notice, in the other occasions it has only activated on its own when Yugi was in danger).
Joey is shocked by is forceful change of personality and by the fact that he is much more confident than before.
The 4th game is a match of CupMon against Mukoba, Seto Kaiba's brother. The Cupmon match that is played is however different from the CupMon from ***EPISODE 11***, this Cupmon is called Capsule Monster *Chess*. The differences are:

1) the Monsters will be able to move only 1 square at a time(not obliquely though, not even when they have to eat a monster, except for some monsters with special abilities though)
2) The moves 2(+) times in a row.

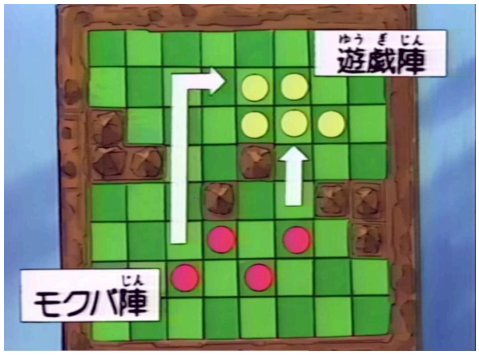
Penitence for losing: the experience of an infernal place.
The match starts, however there's a catch, Kaiba has prepared the match in order that Mukoba gets four LV5 monsters and one LV4, however, Yugi gets three LV1s and 2 LV2s, so a lot weaker monsters.
Because of this disadvantage, Yugi realizes that he to rely on smartness, so he starts to analyze the board and realizes that there are 2 ways to pass to the opponent's field and 2 evolutionary bases to make your monsters 3 levels higher:



After Analyzing the board, in approximately 0,5 seconds, he plans his whole strategy:
Firstly, Yugi uses this monster formation.



From this stage, as predicted by Yugi's plan, Mokuba starts proceeding with his monster in this direction.



Yugi instead, doesn't play any move, until Mokuba's monsters surround Yugi's like this.



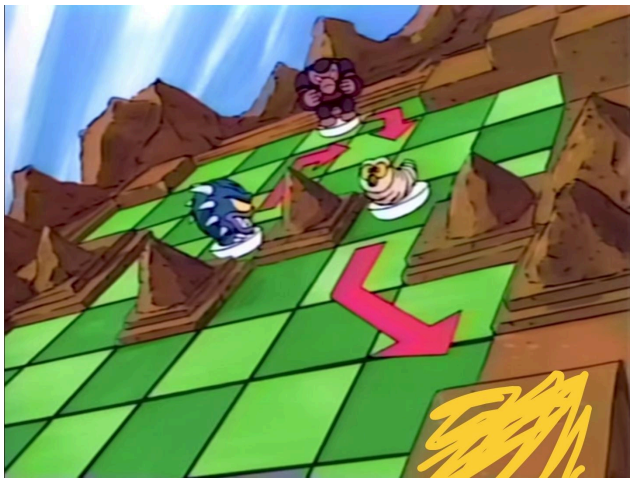
At this point Yugi makes his first move, which is to push the worm forward:



After this move, Mokuba uses the Armorzaurus(the Godzilla-like monster)'s ability to destroy at least 1 monster(at least, that's what it shows) in a straight line(or even more):



He uses it again, on the mole-like monster, however, this was all part of Yugi's plan:
Yugi activates the mole's effect, thanks to which the mole can hide under the field.
Thanks to the fact that Mokuba can't stop his attack and Armorzaurus still has to destroy 1 monster in that straight line, Armorzaurus battles against that faceless monster(the one that is under Mokuba's control), and because they are both level and with the same strength, they destroy each other, making Mokuba lose two monsters.
After this, Yugi uses the polipus-like monster special ability to move multiple squares at a time, and with this, after putting it near the greenish Mokuba's monster, knowing it is very weak in the short-rage(some monsters are strong when they attack from distance and some are good when they attack from vicinance), Yugi attacks the greenish Mokuba's monster, making both his own monster and Mokuba's monster get destroyed.
With all of this moves, Yugi has successfully completed the first part of his strategy, which was to clear up the path for the worm-like monster(whose name is Beeton) to go to the evolutionary square and become a LV5, also making it impossible for Mokuba's monsters to reach Beeton before it reaches the square.



Beeton gets to the evolutionary base and become a LV5 Monster who is very strong in the long-range attack, so he uses it to attack and destroy the blueish monster:



After Yugi's attack, Mokuba uses the Monkey Monster's ability to make it jump next to an opponent's monster if it is close enough.
Thanks to the fact that the Monkey, unlike Beeton, is very good in the short-range, he is able to destroy Beeton, however Beeton now uses his ability, which is to make the monster who destroyed it much weaker(possibly powerless)
Yugi then makes the mole monster return to the field, and since the Monkey is now much weaker(possibly powerless), the mole is able to destroy it and Yugi, with this last move, wins the match.
Mokuba, who lost, can't leave the arena where they played, and gets to experience that hellish place the penitence told about, therefore Yugi, listening to his screams, gets empathic and helps him exit the arena. When Mokuba asks him why he did that he responds that he has won because he has entrusted his friends. At that moment Mokuba realizes that his need to prove that he is as great to his brother is useless and that his brother needs to change by becoming a more friendly and generous person.
(FRI, VSI, CPI, EQP, EQE, EQU, EQF, EQR, EQM, Leadership, Determination, STP, STS, Indirect/Individual/Logical/Direct/Emotion Manipulation, Misdirection, Strategic Deception, Setting Up Traps, Trap Evasion, Deduction, Induction, Abduction, Intuition, Intuitive/Artificial

Prediction, Anticipation, Strategy, Planning, Formulation Speed, Resource Utilization, Information Control, Observation, Analysis, Perception)

EPISODE 25-26-27

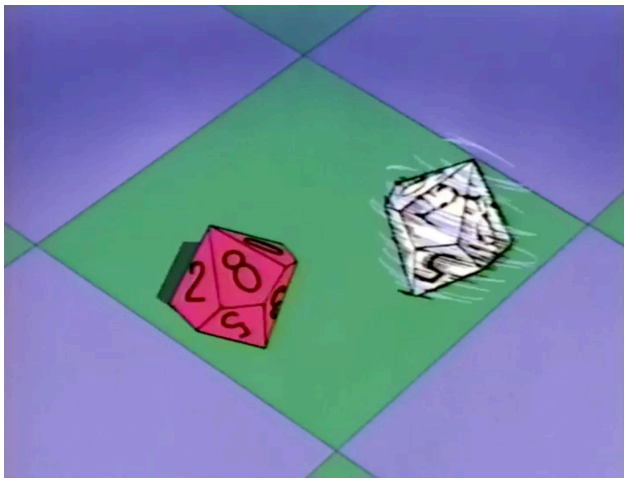
AGAINST YAMI BAKURA: Bakura is a classmate of Yugi and he has not gone to school that day, so Yugi and his friends go to his house to visit him, and in that moment, Yami Bakura(which is basically a darker and more evil Bakura who controls his body) challenges them at a game: Monster World.
The game works like this: each player gets a character created with their own likings thanks to a computer, so Yugi and his friends make their own characters, called adventurers, and start the game.
The adventurers are put at the start of a big field, which is the monster world, where you can find many buildings and things to explore.
At the start of the world there is a small village, whereas at the end there is a big castle.

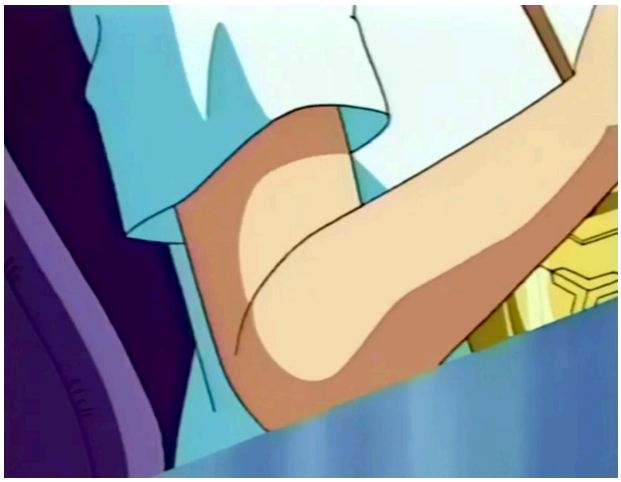


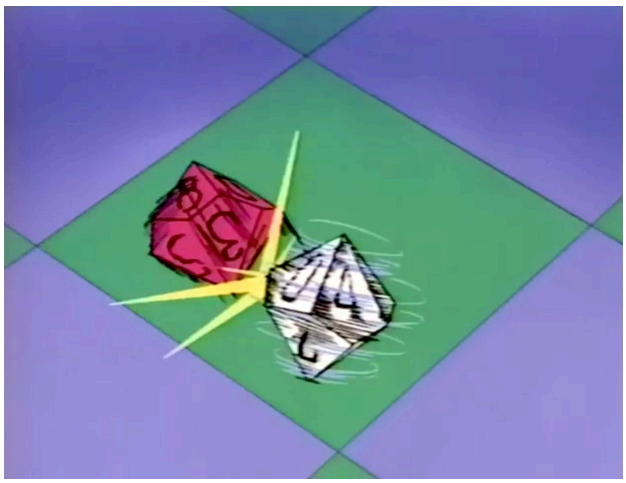


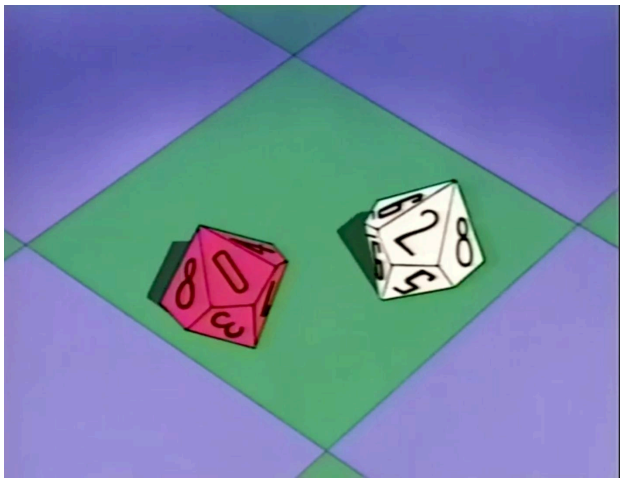
There is a dark master, who Bakura is in control of, who the adventurers have to defeat to win.
To battle a creature, you launch two 10-numbers dice, a red one and a white one: the red one if for the tens while the white one for the units. The closer the total number is to 0, the better the attack. When the number is 99 though, there is a punishment.
They visit the village and a villager says to them that there is the dark master Zorc at the castle,so they start walking forward to the castle, when, at a certain point, they see a magician at the ground: Yugi notices that something is off and that it could be a trap, however, his friends decide to help him. The magician tells them to go to the forest and guides them there, where they find some monsters that they have to fight. They beat the monsters, however, the magician reveals the trick and shows that he was actually Zorc in disguise. At that point Zorc attacks Miho with a 00 attack(supercritical) that, as punishment, puts her soul into her World Master

Character. Trystan, to protect her, launches the two dice and gets a 05, however, it wasn't his turn so he has the same punishment. Joey tries to kill Zorc with a 00 attack, however, he gets a 99 and gets punished too.
At that moment it is Yugi's turn, however Yugi asks Yami Bakura to punish him and transform him as a World Master character too for his friends: because of his words, Tea wants to do that too, so Yami Bakura accepts it, thinking that now there will not be one person in the adventurers team who will be able to roll the dice to attack, however there's a catch into his thinking, in fact, when Yami Bakura puts Tea and Yugi's soul into their own characters, the Yami Yugi soul appears as the only player who will roll the dice for the role of all the adventurers. This is advantageous to everyone because Yami Yugi has an incredible visual spatial intelligence, factually, his first attack is a 03, therefore one of the best attacks possible. After this big hit, Zorc goes to the castle and leaves them 2 monsters to fight, Yugi rolls the dice again, having a 00, supercritical, killing the first monster and destabilizing the mind of the other. Thanks to the destabilization of the other monster's mind, Yugi has a possibility to make his ally, just like he did before in the forest by making one of the monsters an ally, however, the result of the roll of the dice must be below 10, so Yugi concentrates, however, unfortunately the red dice, the dice of the tens, stops on the 8. The white dice is still rolling tho, so Yugi usesl a technique that he just learned by watching Bakura do it: the technique revolves around hitting a little the table with your elbow, in way that the hit creates an impact on the table and manipulates the movement of the white dice so that it hits and the red one and makes it spinning again in the way Yugi prefers:









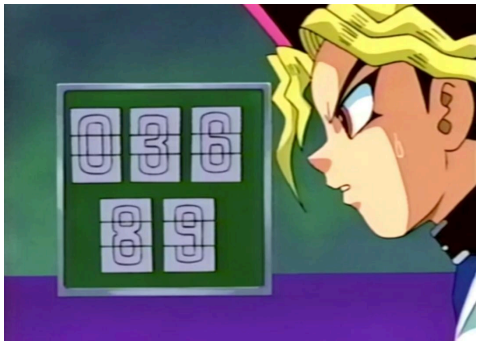
Because of the fact Yami Bakura sees that Yugi has mastered that technique too, he decides to ban it definitely from the game, and Yugi accepts.
Thanks to this sequence of move, now Yugi has an advantage, because since Yami Bakura was relying entirely on that technique to get critical hits, Yugi instead could get good hits even without using it.
After this, the adventurers get to the castle, and inside it, they see a tower, so they go in.



Yugi however, thinks that there is something off, because there are no stairs in that tower and furthermore there is that broken pillar at the center. After they all get in, Yugi understands: The column at the center is a broken column that gets united when the ceiling collapses, therefore it is a trap.
The ceiling in fact collapses and the adventurers are in big trouble: Yugi has to get a special number he doesn't know about with the dice, he has 3 chances.
The first number he gets is a 04, which makes Miho able to use her power, but it is not the right number. Zorc then appears in front of the adventurers. Yugi tries another number and gets 13, but again it is not the one. Zorc then uses fire to damage them.
At his last attempt, Yugi thinks about what the number could be and he reaches this conclusion: So, the ceiling has a broken column too:



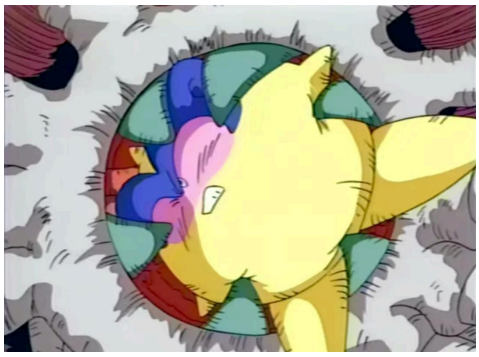
Therefore, to stop the ceiling from crashing onto the adventures, there needs to be something between the two broken columns.
Seeing those rounded lines, Yugi understands that they have to be filled with a block of stone that has some other rounded lines too, in order that when connected, the lines all form a single number. There are 5 possibilities of this:



Therefore, the number must be a 2 digits number composed of these 5 possibilities, however Yugi doesn't know which one and gets a 66. Unfortunately it is wrong, and Yami Bakura, out of happiness, reveals that the number was actually a 99. However that is a big mistake for him,

because at that point Miho's power is usable to manipulate the numbers and make it a 99 instead of a 66, which makes them stop the ceiling from crashing onto them.
At this point Zorc tries another attack on the tower, in order that it crashes onto them, however they are able to escape the tower fast enough and get behind Zorc, where Yugi does 4 attacks: a 15, a 09, a 13 and a 08.
They think they defeated him, however Yugi is a bit skeptical, and everyone is shocked when Zorc is back again.
To get a supercritical attack, since now Yami Bakura can't use his technique anymore, he uses some Mind Dice which make him decide which number he will get. He rolls them and gets a 00, as he wanted, and leaves the adventurers at 1 HP.
At that moment, Yami Bakura's left arm starts writing some things, unintentionally, in the computer: it is a message from the real Bakura about how he will not make him kill his friends.
Yami Bakura looks shocked as he understands that the trapped Bakura Figure(which was trapped by Yami Bakura in Monster World) has entered Zorc's left arm through a wound on his left arm and has taken control over his real left arm too.
Yugi, after seeing his facial expression and the fact that he was just shocked by something that he has typed on the computer, understands that he is disappointed about some calculation error and that it could be the key to victory.
After this, both Yami Bakura and Yugi must make their move, and to decide who attacks first, they have to roll the dice, whoever gets the number closest to 0, makes the move first.
Even though Yami Bakura has the Mind Dice, he gets a 10 thanks to Bakura, while yugi gets a 09, so Yugi uses the Tea's power to increase everyone's HP back.
Then it is Yami Bakura's turn and he has to attack, however, he can't control his left arm anymore, so the dice are dropped by the real Bakura and he gets a 99 thanks to him, which damages Zorc.
Because of this, Yami Bakura gets angry and penetrates his left hand on the tower of the castle, and he then says to Bakura Ryou that he will no longer be able to interfere with the game.
Yugi, listening to this, understands that the one who is playing is not the usual Bakura but a personality of his who has controlled him. Furthermore he understands that, since the hand who launched a 99 was the left, the hand who wrote those things in the computer was the left, and the one who got penetrated was the left, the real Bakura must have control over the Left arm, so, Yugi, in this turn, decides to use his power to turn enemies into allies by targeting the Zorc left arm, because he has understood that the game represents reality, so there is a high chance that the non-shown figure of Bakura Ryou has now control over the Zorc's left arm too.
Yugi, with this, is able to free Bakura Ryou and he gets on Yugi's team. Furthermore this action was crucial because now Bakura has taken the defense power of Zorc, so he is now more vulnerable, so Yugi does an attack of 15 on him.
However, now Zorc reaches his last resort and gets his final form: This final form has a big eye on his stomach, where he is able to attack from. Because of this, Zorc does an attack of 00, however, thanks to Bakura Ryou, they all get saved.
Yugi then doubts why has Zorc transformed to his strongest form just now, and Yami Yugi answers with his reasoning: he didn't do that because this final form leaves out his weakest and most vulnerable point: his eye on the stomach, in fact, after every attack, he closes it.

Zorc is closing his stomach eye, so Poki, Yugi's pet, after listening to his explanation, decides to sacrifice himself to keep the eye open.



This was helpful to Yugi because now he is able to launch an attack with his hand to firstly grab Poki and secondly penetrate the eye.
After this attack, Yugi attacks Zorc again with Joey's figure.
Zorc is cut in half and everyone thinks they won, however Yugi's intuition says the contrary, and in fact he is up again with one last chance:
Both Yami Bakura and Yugi will be granted one attack each, however, they both have to roll the two dice, and the one who gets the number closer to 00 attacks first.
They both get 00, however Bakura Ryou, thanks to the help of all the others, uses his power to destroy Yami Bakura's rigged dice and Yugi gets the first attack, thanks to which he is able to win the game and get all of his friends back, Bakura Ryou too and Yami Bakura disappears forever.
Bakura is so grateful that some days later he brings a piece of art he made himself about their victory in that game and the victory over Yami Bakura.



(VSI, FRI, CPI, EQU, EQP, EQE, EQF, EQR, Social Management/Understanding, Charisma, Leadership, Determination, Cognitive Discipline, Visual-Spatial/Bodily/Interpersonal/Intrapersonal/Fluid Intelligence, STP, STS, Direct/Indirect/Emotional/Individual/Logical Manipulation, Misdirection, Bluffing, Strategic Deception, Setting Up Traps, Trap Evasion, Deduction, Induction, Abduction, Intuition, Divergent/Convergent/Linear Thinking, Strategy, Planning, Resource Utilization, Perception, Information Gathering, Information Control, Mental/Environmental Adaptability, Observation, Analysis)