Yuuichi Katagiri

- The Friendless Monster
- The Human Abomination
- The Origin

A showcase of all of his feats, statements and narrative implications.

- List of Chapters:

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Colorcodes:

Light Green - FSIQ.
Pink - EI, SI, Intuition.
Red - Strategy, Planning, Tactics
Yellow - Deception
Green - Manipulation, Leadership
Rose - Inferences
Blue - Foresight
Light Purple - Sensory
White - Context and Additional Explanations

Yuuichi's Origins

Beginning of "Yuuichi"

Shiba Taizen, an experienced first-rate swindler with a natural talent for diminishing people's lives, seeks to establish his legacy by grooming a successor to his image and cultivate his wealth. The man already has a son named Shiba Shinichi who is already accustomed to the business, but the father sees something essential lacking in him, a "real thing" which prohibits the child from becoming a success, at least on the level he is.

The ever so ambitious Taizen Shiba stated that the successor he is looking for has to be a "Gem" that surpasses even himself. Such a being, that they would be able to understand and empathise a full 100% of someone's suffering, yet still use and betray them regardless. To gain the trust of the weak and be able to act like an angel or a devil when it is necessary. This represents the inhuman ideal that he sought to create, a "super" dark empath.

As such, Taizen Shiba started looking for a vessel that comes closest to such an ability. Eventually, he comes across an unnamed orphan who cannot even remember his biological parents. After studying him, likely through several tests related to his aims such as testing Yuuichi's affective empathy in a plethora of scenarios, as well as his affinity for machiavellianism, Taizen Shiba concludes that he is the one he wants to groom into his real successor. Therefore, Taizen Shiba takes the kid under his own wing, branding him "Yuuichi" - based on the Kanji for 1st. Meanwhile, the perceived empty husk that is unable to empathize with what others feel in the least, Shinichi, becomes Shiba Shinji, the Kanji for 2nd. Taizen starts neglecting his biological child for the sake of polishing his legacy and satisfying his greed.

Under Taizen's guidance, Shiba Yuuichi quickly developed a knack for swindling. He was a natural who found ways to polish his ability to deceive and manipulate others through exploiting his ability to understand them, thus becoming an utter prodigy. After a while, it became apparent that Taizen had been surpassed by his successor, and as such, Yuuichi Shiba became the head of the operations, with Taizen simply helping the former in fulfilling these plans. Yuuichi ended up being TWICE as efficient as Taizen, with the money coming in double. And yet,

also under Yuuichi, the work became more extreme and malicious, with people's lives being ruined along with their fortune, friends, families and love, some being driven up to the point of suicide as a result of Yuuichi's schemes. This son of Shiba has been branded a "Mastermind of Tragedy" while he was less than 10 years of age.

Under Shiba Taizen, Yuuichi has been taught how to look for emotional exploitations and gather information on an individual's mental weaknesses. Those include:
- Psych Techniques.
- Cold Reading.
- Extracting social dynamics in local groups.
- How to select his victims and what to avoid.
- How to make counterbattles.

Due to possessing all of those qualities, Yuuichi can be seen applying them when necessary throughout the rest of the manga. Any time Yuuichi applies a learned technique from his childhood, it will be noted with (A).

Hedgebets Shift

This ability signifies the root of Yuuichi's prodigy as a swindler as well as his genius in emotional intelligence. It was a condition born out of his status as the perfect candidate and Taizen's implanted catalyst which helped him turn from a normal child into the monster he eventually came to be known as. The catalyst is a single sentence, "Money is the most important thing in the world", representing the most important thing the old swindler had taught him.

Formation:
Before, as an unnamed orphan, Yuuichi's primary survival tool was using his unordinary high empathy to understand others and in turn ensure his survival in the misery he was in.
Taizen's appearance in his life represented a double bind which put his empathy and his survival at odds. He naturally felt the pain of the victims, causing him to stress and experience guilt. At the same time, Shiba Taizen not only demanded results and pushed him to grow, but also introduced the child to a life he had never seen before: luxury, control, stability and most importantly, happiness and love. The conflict between Yuuichi's emotions led to a moral override. While the norm is to accept one and cast aside the other via acceptance, to

develop some sort of coping mechanism is not uncommon either. Such is what the young child had been manipulated into doing:

“Money is the most important thing in the world”

Shiba Yuuichi had convinced himself that ruinous acts were "doing the right thing" by following the ultimate law of the world. He was induced to rationalize that the one swindled is wrong for being vulnerable. Through this, Yuuichi’s empathy could now shift into promoting the heinous acts it has rejected previously. It could now be weaponized, as something Yuuichi would still naturally rely on to understand others as he always had, but to STILL be able to inflict suffering with no remorse.

This represents the 1st breaking of Yuuichi, the catalyst to him becoming a monster, a passive process of grooming him into something he was manipulated into becoming by a selfish man. By this point, he had been broken already.

While this coping mechanism then grew into an ideology and a source of motivation for his deeds, what is ultimately the most relevant is how he optimized this alternating state into an active switch:

The Hedgebets Shift is a state of structural dissociation where the individual maintains two non-contaminating ego fragments - A “White Mirror” capable of nearly full affective empathy and a "Dark Mirror" able to shut it down completely. This mechanism is a form of extreme psychological conditioning that operates through dissociative compartmentalization stemmed from Yuuichi’s trauma, allowing him to genuinely inhabit a state of total trust while simultaneously holding a "countergamble" that can instantly liquidate that emotional investment without remorse or reinstate his previous state. It is based on Taizen Shiba’s hedgebets, something which Yuuichi has “learned” to apply within his life as a whole.

This will feature a simple neuroscientific explanation beyond just describing Yuuichi’s abilities, in order to establish ground and internal logic behind this condition. It will also use some narrative derivatives to give contextual meaning to the discussed information. Principles the shift works on:

White Mirror - An ego fragment being Yuuichi’s 1st mask of truth. His “angelic” side, the one where he manifests genuine trust in others and empathises with

their feelings. This WM comes as the closest thing to Taizen's theoretical ideal - a "100% empath", therefore at least to be considered a high empath. In this state Yuuichi can naturally empathise with others' feelings. It is in a priming state even while his BM consciously acts up and takes over when the hedge is made to pass.

Dark Mirror - An ego fragment being Yuuichi's 2nd mask of truth. His "devil" side, the one he uses to mentally crush others with no remorse or any moral consciousness derived from his affections to hold him back. A state of functional sociopathy, the empathy and emotions he felt through a prior WM are disengaged through the Value Zero (the "clutch" between the shifts), and is now used as information to his advantage. Likewise, it is in a priming state even while his WM is manifested. It takes over when the hedge is made to pass. This state holds no affective empathy, only cognitive.

Priming is a cognitive act of idling while another state is active, as both processes cannot be both active in parallel. The following are additional functions that exist to make this mechanism function both canonically and semi-realistically:

Yuuichi's Observer ego, stripped of outside identity which is monitoring the 2 outside ego fragments. It has no affects and makes no decisions. It was formed due to disassociative depersonalization from his trauma creating a glass wall from his "self" and his everyday manifestations alongside his high self-awareness. It holds the emotions from the other two states in their own ego fragments. It is his instrument of awareness that is able to grant him control, as otherwise Yuuichi's fragmentations would have manifested as a regular mental illness. His memory remains intact between shifts because the observer acts as the central drive that sits outside his shifting personalities which feed data into it, thus it has informational continuity.

The Controller of the 2 states of his fragmented ego, the White and Black Mirror. It possesses the agency to direct attention and allocate neural resources. It treats affective data from Yuuichi's fragmented egos as non-self modules which are recognized properly through the observer ego. It is able to form the cognitive command to decouple the currently active mirror, shut down the steam of data from one fragment and redirect the brain's focus on the shifting state, then acts using the hedge through inhibitory gating to physically block neural pathways of one state while opening the other. It operates through

2 trigger pathways, one is voluntary and has to do with Yuuichi strategically triggering his ability, the other is reactive and an emergency signal triggered by his traumas, leading him to perform a shift.

The Hedge itself is the neural mechanism that acts as a structural divide preventing the primed state from contaminating the active one. A “shatter frame” between the fragments and the part responsible for this structural disassociation of personality through inhibitory gating.
The shift is a conditioned reflex that activates via the executor controller. One can think of the hedge as a safety hatch that upon the decision, it closes the valve on one state and opens it on another, thus the switch is performed.

There is also a neural mechanism of cognitive decoupling that acts as the “clutch” in this hedgebet mechanism, a zero value. It acts like a synaptic reset triggered by the executor during the shift between the 2 mirrors, neutralizing the emotional charge of the active state to allow for the transition into the other one. Similar functions such as this zero value exist in other advanced conditionings such as against stress in elite combat, they are categorized as Top-Down Affective Blunting.

Applications of the Hedgebet Shift:

Trust Lifeline - Yuuichi uses this countergamble as a safety net. As elaborated, based on the emotional detachment invoked through this ability, Yuuichi can invest his heart into something but keep that relationship at 0 in his mind. This allows him to be “broken” as depicted and to do things such as killing the person he loves the most with a smile on his face.
This however DOES have bypasses. If Yuuichi decides to endorse the WM and build that trust as his real self, then he is effectively functioning as any regular person, meaning he is bound to suffer if his heart is stomped.

Controlled Toggle - Yuuichi’s ability to “make emotions true or false at any time”. This does not mean that Yuuichi can generate emotions out of nothing or falsities, but rather that he can actively switch to his existing emotions from his 2 ego fragments at any time he wants. Done through the trigger-response system defined in the hedge. We can assume that the switch happens very fast going by the context of “at any time” but it’s not instantaneous. The control is what makes it an ability, otherwise his entire condition would be a liability.

Enhanced emotional sensor - The shift uses affective empathy nearly to its full potential as a sensor and means to perceive and understand others more accordingly. Because he is an ultra high empath, he can pick up and match emotional states that are more difficult for regular people to empathise with. This goes into fluctuations in tone or microexpressions.

Method Acting - This shift mechanism would be a more advanced version of method acting, with the exception being that Yuuichi takes it to the next level with his control and high level of empathy exerted. An approximation based on some research would entail that natural method actors could reach around 80% of Yuuichi's effectiveness, thus making him a very advanced actor. He can misdirect others' into perceiving his first state's emotional manifestation and then shift into his other self casually, thus being able to an extent fake his emotional cues and momentary personality traits and make himself more unpredictable, with the only limitation being the reliance on these two states.

The formation of this ability inside of Yuuichi's brain was a forced biological adaptation to induced trauma that could have only happened when the brain's neuroplasticity is in its peak years, as it allowed him to bypass the pruning of contradictory behaviors and avoid cognitive dissonance to create this highly functional form of a dissociative disorder.

The hedgebets shift portrays the general framework of Yuuichi's very high emotional intelligence. Interpersonally, the empathy sonar gives him easier means to recognize and understand the emotions of others naturally. Intrapersonally, not only does he have an ego state constantly monitoring his own emotional state, but he actively uses his fragmentations to boost his cognitive tasks using the genuine emotions he manifests, and has a mechanism to disengage those emotions when needed to perform the hedge.
By all means, a human abomination. Yuuichi's functional uses of the shift will be noted with the letter (H).

An aspect to keep in mind regarding Yuuichi's use of the shift is that the elaboration of this ability and subconscious adaptation of his brain towards it was a graduating process that lasted a period of time until Yuuichi was able to properly master it through his experience. What began as raw and involuntary reactions turned to Yuuichi slowly recognizing patterns of his disassociation

and forming the observer, this happening after the 2nd trauma and thus his childhood. Kid Yuuichi had a more sloppy and simple application of the shift, but in no way did he have proper understanding of it except its standard use as method acting. Basically, the description of the ability above applies to the mature Yuuichi we see by EOM.

More importantly, this ability has its own downsides which Yuuichi would have to learn to live with and adapt accordingly. They will represent setbacks and issues which would at times impair his aptitude to judge accordingly due to biases stemming from his complex PTSD that affect the way he employs this mechanism (due to his void self being affected emotionally beyond just his ego fragments). Those will be signaled with the letter (T).
Perhaps the most obvious examples would come with Yuuichi's intuition - incredibly sharp most of the time, yet dysfunctional in some situations due to his trauma acting up.

Yuka Katagiri and The Friendless Game

Yuuichi, who was more than likely still under the legal status of orphan up until that point, through some undisclosed details, had then been adopted by a woman named Yuka Katagiri, thus receiving the proper name "Yuuichi Katagiri". She was bedridden in a hospital, with a disease that affected her capacity to live a normal life and have children of her own.

His mother could have only been described as a lovely figure. Yuka, a poor woman with no living relatives herself, had a gift that made her shine more than anyone else, her kindness. She was seen as someone whom everyone was attracted to, to the point where she was seen charming men and women alike.

At first, Yuuichi seemed to have been different.
Initially, he was only pretending to be a lovely boy to give her a reason to live, just as he and Taizen planned when they found out about this woman and her circle of friends, which they meant to eventually extort. It is most likely that Taizen had offered Yuuichi up for adoption to Yuka after they staged some sort of way for the two to properly meet.

This relationship began to grow closer, with Yuuichi viewing his sickly mother as someone who now wouldn't be able to live without him. It is around here

where Yuka directly challenged Yuuichi's whole reason for existing, by stating "Friends are more important than Money".
Soon after leaving the hospital and meeting with Taizen, Yuuichi hurried up to dismiss this "lesson" as a joke, doubling down on the fact that money is the most important thing in the world, as he had seen with his own eyes. Still, to have his belief challenged so directly made Yuuichi interested in Yuka's lesson, so he intended to test whether it is a lie or not.
Using the awareness of the friends who visited Yuka often and whom he planned to scam anyway, Yuuichi formulated a plan directly putting the concepts of "Friendship" and "Money" at odds, where one would have to sacrifice one to have the other. Thus The Friendless Game Strategy was crafted.

Yuuichi planned a game centered to be played by all the friends who visited Yuka at the hospital, most notably Shibe Masakazu, who was also the one with the most money, as he also was the first approached. He is to be using the love and affection they have for Yuka as bait to partake in a game meant to extort all the money they have until they reach desperation.

After tracking all the visits his mother receives and listening in to the context of their conversation to understand how deep their aspiration for Yuka runs and more importantly the context of it so they can manipulate, they are to be introduced to Taizen Shiba, who poses as Yuuichi's former foster parent, soon after leaving the hospital. In Masakazu's case, Yuuichi based his process of manipulation on his claim that he values Yuka, his loved friend, more than his own money to the point where he was willing to step in and offer anything to pay for Yuka's operation, once she gets strong enough to stabilize as her current condition was too weak to perform it in safety. Masakazu learns from Yuka herself that she has adopted a child whom she treasures deeply.

While performed on multiple separate individuals that are not depicted, for each one the strategy remains dependent on the messages transmitted by Taizen Shiba, with the only difference being the particular weakness used to manipulate the victim into extortion. For M. Shibe, it went as following:

Taizen calls him in for a talk upon his introduction. First, he invites the victim to play the "Tomodachi Game", something placing Friends and Money together and tests if your friendship is real or not. He reveals that despite being adopted by Yuka, Yuuichi still obeys his every command, therefore he has the possibility to tell Yuuichi how to behave around his mother. For the price of 1 million Yen

every month, for that time period, the child will make an extra effort to make his mother as happy as possible, and ensure he is a very nice kid. Otherwise, he will tell Yuuichi to be naughty, misbehave and deliberately put his bedridden mom into stress and suffering which in turn would ruin her chances to get stronger for the surgery. That is the game. While expected he would reject almost immediately, Taizen gives Masakazu the first month for free, so he can be convinced of the results by himself.

Yuuichi capitalized on the fact that his mother would tell everyone about her condition and the possibility of surgery, thus making it easier to give the others false hope of the situation and ensure they would advocate to play this ridiculous game upon seeing the results. Due to this, he foresaw that everyone will be desperate enough to not stop sending funds, but when finally entirely depleted, approach him directly, hence why this is the true rule of the Friendless Game.

First month passes, Yuuichi's extra effort to be nice is done deliberately to leave an impact on the doctor observing Yuka's condition improving, in order to speak out to others about the contribution this child of hers had on making her physical state so much better. When Masakazu heard of this from the doctor, he realized he couldn't risk ruining Yuka's chances of recovery by making Yuuichi harm Yuka, therefore he decided to give Taizen Shiba a million yen. It was something he had to do, because not only has he vowed to by giving his word he'll do anything he can, but he had to show to himself that he loved Yuka as he indeed claimed and furthermore, to also prove to himself that his own words "Friends are more important than Money" are the truth, which is what the Tomodachi Game the swindler presented him, truly tested and worst of all, he couldn't avoid. Masakazu assumes that Yuka's health only needs a month more to get better until she can have the surgery.

Second month passes, and her condition gets worse, deeming her inoperable, despite him investing his money to get results. The doctor estimates they can try again in around six months, which would mean he'd need to play the Tomodachi Game again for 6 million yen. When M. Shibe goes to confront Yuka and see how she is doing for herself, he asks about Yuuichi to test whether or not she overexerted herself deliberately because of him, but Yuka rather admits that it's thanks to him she is still alive even, with her branding him as the only reason she's alive and even reminiscing about how she heard Yuuichi calling out to her while in coma. Unable to bring his heart to assume Yuka's thoughts are

just imaginations stemming from her love of the kid, Masakazu has no choice but to keep trying his hand again in the Tomodachi Game, motivated again to do his best to protect his hope.

Yuuichi's strategy is dependent on his mother's condition, this adjustment is something he controlled in an adaptive manner to maximize his profits in the form of how much effort he pours depending on her state to manipulate the perception of everyone. Besides Shibe, he was manipulating more individuals all close to Yuka by similar methods.

Throughout the next year, Masakazu was driven to desperation, to the point of rejecting even his own family, most notably his wife, and thus leading him into being alone. He persevered for a while until he fell into depression. He realized that this can't keep going forever, and for that reason, he sought to desperately find Yuuichi, stalking the hospital of Yuka until he saw the kid around. It is there where the man begs the child to stop his relationship with Shiba Taizen for the sake of his mother's wellbeing.

Yuuichi corrects him, saying that it's rather him who'll stop suffering, not Yuka. He then reveals that this "Tomodachi Game" was a mask for this actual Friendless Game he created. Rather than it stopping when they send funds, it stops when he is approached by a participant, as was the case with Masakazu, who has done so because he couldn't prepare more money. To completely break him Yuuichi then adds that despite him having the most money, he was the first one who approached him, meaning all other friends of Yuka were in worse conditions than him yet they still pulled through more than he did, meaning that for Masakazu Shibe, money is definitely more important than friends.

This system of extortion continued more onwards, to the point where all participants quit due to losing all means of funding they had and ruining their families. Around that time Yuka also got out of the hospital. The fates of many were changed because of this game, such as Kokorogi Yutori's, whose life had been turned upside down due to the conflicts which began in their family due to his mother's misuse of money driving them to poverty, which ultimately ended in the death of her father and set the path for her continuous suffering until being approached by the individual known as the "TG Boss".

The Change in Yuuichi's life and The Tragedy

Despite Yuuichi's experiment being a success, thinking that she managed to prove Yuka's words wrong, something did not add in his calculations. It turns out, Yuuichi was not so different from everyone else.

Something fascinated the child in his own mother. She was totally careless with money, to the point where she could not manage her basic needs and it was left on Yuuichi to do it for her. He could not understand it, someone being so dismissive of the thing which gave him meaning and happiness as he knows it. But there she was, Yuka Katagiri fully embraced friends rather than money and despite being bedridden and slowly dying, she was much happier than everyone else around. Seeing her in this state and taking care of everything while protecting her, to Yuuichi it felt differently than when Taizen used him for trivial satisfaction, it felt actually good in a way that he let his heart be touched, bypassing his defenses. He couldn't help but recognize how happy he was to be relied on by someone he loves.

So for the first time in his life, Yuuichi felt what truly means to love someone. A love for a mother who also loved him. Slowly, the roles in their relationship were reversed, and now Yuuichi saw her as his reason for living.

Because of this powerful love he left, he had come to finally endorse the only lesson she gave to him, because Yuuichi had finally understood where she was coming from. All the money in the world did not bring him the happiness he was having now, and so Yuuichi discarded the old lesson from his former teacher, in favor of what he understood he missed out on so long.

With Yuka out of the hospital, Yuuichi yearned to make the most of it and ensure his mother's happiness onwards.

Sadly however, as it turns out, it was all a sham. The tragedy came knocking on the door.

While preparing cake for her, the child spotted his former mentor, Taizen, having sex with his mother. He knew how much evil the man had done to women using the power of money in the past, and therefore immediately concluded he was violating her. Impulsively, he grabbed a knife and stabbed his mentor to death, realizing that in his final words he was covering for his mother for some reason. Now, he eagerly questioned her.

Yuka revealed she was pregnant despite formerly claiming that it was medically impossible, claiming her child is Taizen's. Yuuichi saw through that in the wake of her vulnerable emotional state, also concluding that it would be too soon for her to be pregnant by Taizen given that Taizen had only started meeting her as of recently. After hedging on his dark mirror to take over and suppress all the pain he was feeling, Yuuichi now realized his mother was a big liar.
Yuka confesses the child is Masakazu Shibe's. When Yuuichi questions why she chose him, Yuka admits it was because he was the man she loves. An obvious lie, otherwise she would have chosen him from the start. The child now threatens his mother to tell the truth, so she can receive her medication, after which Yuka finally realizes she has exhausted all alternatives. It is because Masakazu had the most money, his mother explains how she calculated the situation as the most efficient way to extract money for herself.
Yuuichi asks her a final question, "What was the thing she told him was the most important in the world? - A lie, money is the most important thing in the world, not friends."

Everything Yuuichi came to love about this world had turned out to be a lie, alongside his reason for existing. This marked the 2nd breaking of Yuuichi, something which was bound to mark his future's destiny.

It turns out Yuka Katagiri planned:
Her adoption of Yuuichi and meeting of Taizen.
Yuuichi creating the Tomodachi Game based on her words.
Him involving the friends that visited her and manipulating them with words into ensuring they are invested in helping her.
The outcome of the Friendless Game that pushed everyone into ruin, especially Shibe Masakazu who had the most money, thus she could lead him on and bait him to force himself onto her, thus get pregnant by his child and ensure she gets his money.

She thus deceived everyone about her state, including Taizen and Yuuichi by conspiring with the doctor and manipulating their means of extortion.
There were only 2 things that did not go as Katagiri Yuka planned, both tied to Yuuichi. First is him catching her with Taizen Shiba and the second is his final decision.

With this realization that he was just a means to an end, someone Yuka

intended to cast aside after his role was fulfilled into manipulating Masakazu, Yuuichi could not let her mother live after this. He'd lose his most important thing. The lesson that changed him. Thus he pulled the hedge back into his white self, triggered by the need to protect his beloved mother from the devil that was in front of him. Yuuichi now had to kill this side of her to make this Yuka a lie and preserve the angel that guided him along into realizing what true happiness was about the truth. Yuuichi absolutely deluded himself into all of this nonsense selfishness to protect himself from being utterly broken beyond belief and salvage whatever part remained of him, which was shaped by the lesson his lovely mother gave him. "Friends are more important than Money".

Thus he killed her.
To avoid being broken as soon as he heard the confirmation, Yuuichi managed to shift the hedge towards his angelic side in a way which helps him overturn all the truths that happen and make his affective state be absolute denial of everything, so to preserve that fragile technicality and make everything Yuka has taught him a truth, he justified killing her as a way of protecting the "true Yuka" from the monster in front of him.
Yuuichi Katagiri was never caught for the murders of Shiba Taizen and Yuka Katagiri.

Timeskip

Following the traumatic events of his childhood, Katagiri Yuuichi has kept a low profile, looking to move his life forward. He started attending high school, where he has made friends with 4 other individuals: Shibe Makoto, Tenji Mikasa, Sawaragi Shiho and Kokorogi Yutori. Inside his friend group, Katagiri is described as the one who has the least presence, to the point where outsiders consider him something akin to an add-on.

Despite his wit and experience, Yuuichi sustained himself by delivering newspapers as a part time job. He had accepted to live a simple life in poverty, choosing to dedicate himself to his mother's teachings.

Even something as trivial as saving funds for college exam entrances is a grind for him, but he enjoys that experience many would not be satisfied with,

because he has promised his friends that he would be by their side.

However, Katagiri strongly yearns to defend his established beliefs when his friends are threatened, not being hesitant to use his past self methods when he deems it necessary for the greater good.
Such an example was the Nishiyama incident. A transfer student regularly changing high schools and locations, going by the name Nishiyama Yukiko, had ended up in Yuuichi's class. Due to her inability to make deep bonds with classmates, she has instead developed a kink of ruining other's friendships, particularly friend groups.
Despite regularly sleeping in class, Yuuichi kept listening in to Yukiko's conversation with Takamiya regarding his friend group. Based on that conversation alone, he perceived part of the transfer student's intentions immediately:

P1: There is a transfer student in the middle of the year.
->
P2: The first thing she asks the class rep is what is the closest friend group in the class, deliberately the closest, then she proceeds to ask about all members individually.
->
P3: No new student regularly shows interest in the closest friend groups, humans establish meaningful connections slowly and naturally through other individuals. Because she has asked about friend groups, her having a particular acquaintance or being after a single individual can be dismissed.
->
C: The girl will approach the friend group in the future with an ulterior motive, whether ill or not. If honest, she is simply a social anomaly that yearns to make more friends but doesn't know how to. If not, she is looking to dismantle the group for her own pleasure.

Inferring this while trying to sleep depicts him maintaining awareness of his surroundings. Yuuichi is keeping tabs on the girl, waiting for her to finally try her scheme.

Some time after, Yukiko pretends to bump into Shibe and is knocked over. After listening to her flattery riling him up, Yuuichi is convinced of her ill intent and sends Shibe away by mentioning Sawaragi called him, which Yuuichi knows that for Makoto, it takes priority over anything else, resulting in Yukiko and Yuu

being alone. Perceiving the girl is frustrated and probably wonders if Shibe and Shiho are in a relationship, Yuuichi explains the full context and why it would be difficult to seduce him. Dismissed in more frustration, her attempt at Tenji ends with her openly mocked for faking, without Yuu needing to do anything.
Knowing she will try again, Yuuichi dismantles her attempt at Kokorogi involving hired bullying, which is dealt with by the rest of the group. By approaching her when hiding from afar to witness, Yuuichi makes her aware she is dismantled all by him, a nobody as she has heard. He also will reflect back at her someday.
Now fired up by his words, they proceed into a game, with Yuuichi ruining all her plans around his friends and her still not giving up after, unwilling to accept defeat. In an attempt to step up her game, she moves from the young delinquents she was regularly paying to their older boss, who turned out to be a pimp doing serious business. In that situation, she would have gotten assaulted.

Keeping track of this underground circle and perhaps stalking her visits to the regular delinquents she was paying to protect her, Yuuichi immediately comes in, first words being "I told you so".
Having listened prior to the scene and his words to Yukiko, Katagiri concluded 3 aspects:
- The pimp's priority is the "face" rather than the money, in this case meaning his image for long term gain and maximizing entertainment. He is a cold rational thinker who plays by interest. His personal fulfillment is derived from "saving face", thus in a scenario where he has something to lose, he would not risk it neither for entertainment nor ego. Additionally, because of his pride and status, he is not petty enough to stab someone after being genuinely impressed. If Yuuichi shows his own image as someone to be taken seriously, the boss will recognize that. Finally, because he is opportunistic, he would at least be looking to hear Yuuichi out.
- He reads into others well, seeing how he justified Yukiko's predicament as her being a delinquent girl based on the limited circumstances. Yuuichi thus can rely on him reading his expressions to convey his intent.
- He has a revolver under his left armpit, likely partially visible when making hand gestures.
Using these 3 facts, Yuuichi quickly formulated a plan to get himself and Yukiko out of the situation in safety by playing off the pimp boss's psyche in such a way that he'd respect the trick and is willing to let it go.
Introducing himself as a friend who is meaning to take Yukiko back, he challenges the pimp boss to a game, at the same time changing his tone and

conveying an entire change in his atmosphere, in order to be read accordingly as more than a schmuck. He suggests Russian Roulette and then points the hidden revolver under his armpit, alongside taunting the crook's threat with the boss's quote about the value of face, which excites the boss and gives an impression to initiate the game, as profiled.
After being given the gun, loading it with 5 bullets, and pointing it to his temple, Yuuichi immediately switches to grabbing the crook hostage, explaining the original Russian Roulette involved shooting enemies, not oneself, then explaining that he has enough bullets to kill everyone there. When the boss additionally saw the look of a killer in his eyes, to avoid pointless losses he conceded the girl to Yuuichi, and let them go out of respect.

Yuuichi's intention had been to teach the girl the value of friendships and to respect them, since he had perceived that her eyes were similar to his in the past when she was working with Shiba Taizen: lonely and yearning for warmth.

"Kokkuri-San" Game

Note: An important characteristic in understanding Yuuichi's reactions and intentions during this game is to conclude that Yuuichi was still perceiving things from his "civilian" identity that had become attached to his character over the years.

Months passed by with everything normal until the theft of the 20 million yen savings for their class trip which was under the management of Sawaragi and Shibe. Upon the abnormality of the situation and inability to find the culprit, someone called the group of friends to a location by baiting them with letters from one another.
Upon arrival, they end up being attacked and kidnapped.
The group then finds itself up inside the Tomodachi Game.

As Yuuichi had been attacked first, he bore witness to his friends slowly being dragged away while losing his consciousness. Seeing them in danger triggered a traumatic response in the form of a nightmare reminiscent of the tragedy years back, being the reason why Katagiri woke up crying in the middle of the game.

—----------WORK IN PROGRESS FROM HERE—----------

With Manabu's introduction, Yuuichi is informed that someone in his group harbors a debt of 200 million yen

Tomodachi Game was Yuuichi's biggest nightmare
he was meant to protect his friends, yet now he was supposed to doubt them and dismantle the friendships

<Analysis starts here>
The Kokkuri-San games' rules are as follows:-
1.Each player is given a tag which on the back shows their current debt amount. The person to whom the tag belongs can view it safely but if another person sees the back of the tag then the person whose debt was seen has their debt doubled. The players will be wearing these tags for every game from this point on. Note that the players can say their debt amount freely.
2.The game consists of 5 questions in the true or false format. If the group answers correctly even once, then they will clear the game and as a reward each player will be given 400000 Yen each.
3.Everyone has to put their fingers on the large 10 Yen coin on the table when answering a question and need to think of their answer. They can't say the answer out loud and they all have to get it right for the game to be cleared as if even one of them chooses wrong then the coin will take the minority's side.
4.The person asking the question will be the one nominated by Manabu. Each player has an envelope with a roman numeral from 1 to 5 on it. The questions will be asked in numerical order and the answer will be inside the letter so the questioner knows which answer is correct.
5.When the game starts nobody is allowed to speak, only the nominated may speak and that too only the question. Failure to abide by this rule leads to the doubling of the debt of the guilty party.
6.If the game is not cleared, then a booby penalty will be set in place where the one with the most debt has to shoulder the other people's debts themselves. If

everyone's debts are the same then everyone will shoulder a debt of 4 million Yen.

The first one to be nominated is Shibe. He looks at the question and then for a split second he grins at the paper before reading out the first question, “Mount Fuji is the highest mountain in Japan”. Yuuichi thinks this should be easy but when they answer the question it moves towards no and they get the question incorrect. Sawaragi almost yells something but tenji and yuuichi stop her from doubling her debt.

[First Feat: Deductive, Inductive Reasoning]

P1: the question is very easy, one that everyone knows the answer to.
C1: No one could've gotten the answer wrong because they didn't know.
P2: The organisers could've rigged the coin to pick the wrong answer to earn money.
P3: There are easier ways to take money from them. They have no reason to go that far.
C2: The organisers likely did not rig the coin.
P4: We've established that the game wasn't rigged, we couldn't have gotten the answer wrong by accident and Kokkuri San's hands weren't raised.
C3: We lost because of a non unanimous vote, and the only remaining conclusion seems to be that someone knowingly pushed the coin to no.
P5: That kind of thinking doesn't make sense, the game requires them to clear the game to clear their debts.
C4: Refusing to clear the game on purpose makes no sense.
P6: It could be that someone in the group has a grudge.

Yuuichi is snapped out of his thoughts when Manabu says it's time for question no. 2. Sawaragi is the nominee this time around and again for a split second we see her hesitate before reading out, “1+1 = 2”. Yuuichi is shocked by the simplicity of the question and thinks that that's too easy and convinces himself that someone surely just made an honest error on the first question and votes for yes believing they will clear the game now but the coin goes to No again meaning their answer was incorrect yet again.

Yuuichi continues his line of thought.

P7: We may have a traitor in our group.

P8: If it is a grudge then it could only be Shibe and Shiho (one of the two) as Shibe had once tried to kiss her while she was off guard and she hit him in the face in retaliation. Yuuichi went to her later to mend things and she agreed at the cost of Yuuichi telling her one secret he has never told anyone else and he agrees as long as she never tells anyone else.
C5: It can't be that as they had supposedly patched things up already.
P9: I want to talk to clear things up but can't because of the rule. It may be that the rule was meant to fuel their anxieties.

Yuuichi is once more snapped out of his thoughts when Mikasa is chosen to read the question. He reads aloud that “Our country is called Japan in English”, another simple question. Yuuichi votes Yes again but it's revealed that the result is No and they get the question incorrect again.

Katagiri starts feeling panicked at how they keep failing to answer the questions correctly and once more is forced to consider the option of a traitor being in the group and feels frustrated at their inability to clear the game with dark thoughts and questions about his situation filling his mind. However, he quickly composes himself, reminding himself that Manabu had stated that the key to winning the tomodachi game was to trust your friends no matter what.

It is now his turn and as he opens the envelope it tells him to come up with a question with text at the bottom reading “if the coin goes to the yes side, the game is cleared. However if the coin moves to the no side, the questioner's debt is reduced by half.”

He continues thinking…

P10: if he takes the deal and intentionally goes for no then his debt is halved and even if they don't clear the tomodachi game then he is at least safe from the penalty.
C6: this is why they have lost so far. This same deal was presented to everyone and they chose to halve their debts to save themselves from the penalty.
P11: By choosing an obvious question where everyone would pick yes, they make it so that Kokkuri san chooses their side when they choose no.
C7: the game was built like this intentionally, the game is about weighing your own safety and money and the friendship that you have.

Yuuichi thinks on what to choose, considering both yes and no, but then he remembers a conversation he had with Kokorogi.

He had asked her if she was okay, to which she responded that she was fine and that the people who used to bully still harass her sometimes when she's alone. Yuuichi says that he is sorry, Kokorogi, confusedly asks why he is apologising to which he replies that the other three (Shibe, Shiho, Tenji) would've said something to cheer her up but he can't do it, saying that he can't think of anything. Kokorogi responds saying that Yuuichi is fine as he is and reveals that he is the only person she feels she can consider a 'True Friend'. She says she likes their other friends too, but says they're much brighter than her and that they act as her protectors and due to that she feels distanced from them and feels sad. Yuuichi remarks that he is an ordinary person compared to them, to which Kokorogi responded saying that she didn't mean to offend him before pointing out that she never used honorifics when speaking to him saying that that is because he is the closest one to her.

Yuuichi comes back to the present, filled with a new found determination and chooses to pick Yes for Kokorogi's sake. However, in a sick twist of events, the coin still goes to No and they fail to answer question number four correctly.

Yuuichi is baffled and starts to think once again.

P12: Despite Yuuichi choosing to pick yes, the wrong answer was still picked.
C8: someone is trying to fail the game on purpose.
C9: the reasoning is the penalty. The traitor among them plans on dumping all the debt on Kokorogi to do away with their own debts.
P13: if envelope 5 has the same contents as 1 through 4 everyone will just have their debts halved, meaning nobody will get the penalty.
C10: Envelope 5 is different.

Kokorogi is nominated to ask the fifth and final question, "we are friends, now and forever"

Before the vote can happen, Yuuichi says, "Do you know the colour of Sawaragi's panties today?"

Yuuichi then asks each of them if they wanna and tells them to ask for the answer if they wanna before he says that they can't because if they did then their debt that they painstakingly reduced would be doubled.

He then tells them that he knows everything about how they plan on dumping all the debt on Kokorogi. He says that it won't work anymore as he is the one with the most debt now but adds that they may just not even care who the victim is as long as they do away with their debt.

He then says that the loser of this game, will be the traitor themselves as it is written on his sheet that the rules have changed and that the booby penalty will be covered by the person with the least debt.

The aim of this move is to provoke the traitor. Originally before this happened the traitor was completely safe as they had already reduced their debt and could safely target kokorogi and throw all the debt on her but now all of a sudden the ones with the most debt are the protected ones. If the traitor were to express his outrage at this and speak up then not only would their debt double, but also they would be ousting themselves as the traitor. As a bonus this move also makes it so that both he and Kokorogi have the most debt so it softens the blow of the Booby Penalty heavily.

Yuuichi continues saying, "Just kidding! That was a joke! You all looked so gloomy and I wanted to lighten the mood. After all there isn't a traitor amongst us. I believe in you."

He then brings everyone back on track and reiterates the question before saying, "We don't even need to think about the answer, the answer is yes.." before glaring at them, "right?"

This is a classic intimidation tactic. By quickly changing his tone from the odd and scary Yuuichi from earlier to the Yuuichi they know in an instant, he throws them into a state of confusion which clouds their Judgement and makes them more susceptible to fear tactics as their brain is unable to keep up with the sudden change in tone. He follows this up immediately with the glare as a threat saying that if the traitor doesn't pick yes then they will be forced to endure the debt themselves, paired with the previous action the effectiveness of the tactic increases significantly making them more likely to pick yes out of confusion and fear.

The result is yes, team C has passed the first game, if only barely and has gotten 2 million Yen as a reward.

Backbiting Suguroku Game

From here on out. Yuuichi is devoted to finding the real traitor and putting an end to this game while staying true to his words. Friends are more important than money.

Hide and Seek Game

WIP

Fake Tomodachi Game

WIP

Friend Sin Trial

WIP

Prison Game

WIP

All Bets

WIP

Friendship Killing Game

WIP

Friendless Game

WIP

Conclusion

Inter:
EM > EF > EU > EP

Intra:
EP > EM > EF > EU