

Erikantrice A.I. Manifesto

Italian anon and ChatGPT ¹

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¹I would like to thank all (nearly) the users of /jp/ who have engaged in discussions with me, leading to the creation of this masterpiece. This manifesto belongs to all of you.

Abstract

WARNING: This manifesto contains heavy spoilers for Umineko No Naku Koro Ni. To all readers of this document, I assume that you have a complete understanding of the entire story of Umineko, including all of its small details.

- [Original Manifesto](#)
- [Original Latex Manifesto without AI grammar correction](#)
- [Booru](#) for memes and info-pics
- [Dead Twitter Account](#) i can't access anymore.
- [New Twitter Account](#) You can use it to contact me.

IMPORTANT, This manifesto has been edited by an AI called ChatGPT for improved English and grammar.

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Chapter 1

Introduction

1.1 Starting information

«Umineko no Naku Koro ni» is a mystery visual novel created by Ryukishi07. The story takes place on an island where 18 people are trapped and murder occurs. The official solution to the mystery is known as «Shkanontrice», named after the culprits Shannon and Kanon. But why search for a different solution if we already have the official one? This is because the game doesn't provide any clear solution, and Ryukishi never confirmed the Shkanontrice theory until it was presented in the Umineko manga. However, this manga changed and omitted several elements of the story, leading to doubts about the validity of Shkanontrice. As a result, several alternative theories have arisen, including "Rosatrice." Although these theories were created with the goal of finding the truth, they were considered to be ridiculous and led people to believe that seeking a new solution to Shkanontrice was pointless. In this manifesto, I will challenge the irrationality of Shkanontrice and present my own theory, *Erikantrice*, as the true solution to Umineko no Naku Koro ni.

1.2 Axioms

Before we start, let's provide definitions that will help us in our discussion:

- Human = Body + at least 1 personality
- Body = Person and Person-Body \neq Human
- Culprit = Someone who kills someone.
- Accomplices = Someone who helps a culprit, he can't kill anyone.
- **Red True**
- **Knox's decalogue**
- **Van Dine's rules**

1.3 Love Story

Based on my personal experience, I regretfully point out that many people dismiss alternative theories due to the confirmation of Shkanontrice by the manga and an interview with Ryukishi. Before presenting a theory, it's important to remove this notion of superiority in the reader's mind.

RYUKISHI NEVER LIED. . . The fault lies with us.

To understand this, we must revisit the events of Chapter 5 in *Umineko*, where Erika formulated a theory blaming Natsuhi as the culprit, even though it was an invalid theory that was debunked by the red truth. However, the Game Master, Lambda, proclaimed it as the truth. Why did this happen? The answer lies in the same reason Ryukishi accepted Shkanontrice as the truth, and it is written in *Umineko*:

A TRUTH THAT CANNOT BE DISCOVERED HAS NO RIGHT TO BE CALLED TRUTH.

A mystery is a love story between the reader and the writer. The writer promises that the story is solvable with all the clues provided, while the reader promises to never stop thinking and striving to find the truth. This trust is what allows the mystery genre to exist. If the solution cannot be discovered, then the reader would feel that their time spent thinking was wasted, and the author would have wasted their time writing.

WE HAVE BETRAYED THIS LOVE STORY.

By accepting the most credible lie as the truth we stopped thinking and so . . . Ryukishi blamed himself . . . thinking that he created an unsolvable story. He waited for years for the one person out of thousands who would truly understand his story and find the truth, but that person never came. To the reader, if you base your opinions not on logic or evidence, but on what others say, ignoring everything *Umineko* is based on, you are missing the essence of the story.

*So please Mr. Reader, open your mind but above all your heart
Remove any prejudice before entering
Enjoy this Manifesto because that long-awaited person has finally arrived.*

Chapter 2

The Erikantrice theory

In Erikantrice all the murders in Umineko have the same culprits and accomplices:

- Culprits:

Kanon

Motive: To make Battler remember her.

George

Motive: To eliminate all obstacles to his marriage with Shannon, including Eva and Battler, and obtain the 2 billion yen card aka the golden brooch.

- Accomplices:

Genji

Motive: Loyalty to Kanon, as he sees Kanon as the son he never had, the son of his beloved Kinzo.

Nanjo and Kumasawa

Motive: The bank money seen during the fourth chapter is for the benefit of their family.

Thank to them the first four games' are all explained with the same culprits, without the nonsensical assumption that Kanon is equal to Shannon. In future chapters, I will formally present the solutions of the games using Erikantrice, for now please trust me. However, this solution was missing a crucial piece that I only recently discovered, which enabled me to complete this theory:

$$ERIKA = KANON$$

The strongest aspect of the Shkanontrice theory is the last two red truths revealed in the sixth game:

Erika:

«I am the visitor, the 18th human on Rokkenjima»

Battler:

«Even if you do join us-» «That makes 17 humans».

No other theory has been able to challenge this point. Shannon = Kanon appears to be the only solution, as indicated by the red truth revealed by Lambda:

Furudo Erika only increases it by one person. Besides her, the number of people on this island is exactly the same as it was in the previous games.

Therefore, if Erika increases the number of people by one, the number of people without her must necessarily be 16. The Shkanontrice theory seems irrefutable, but how can a mortal contest this without the use of magic? The answer is simple: What if the person added by Erika had already been counted?

*{Insert any human} only increases it by one person.
Besides {Insert any human}, the number of people on this island is exactly the same as it was in the previous games.*

In short, X only increases the number of people on the island by 1 . the number of those who are not X remain the same as in previous games¹.

Erika = Kanon allows us to undermine the foundations of Shkanontrice. Now, we can interpret the last two red truths of the sixth game as:

Erika:

I am Human

Battler:

No, you're just a personality, the Yasu's fantasy of being a detective, not a human.

Erika disappeared and the real Beatrice resurrected.²

Thanks to Kanon = Erika, we can explain every mystery in Umineko with the same culprits, without relying on any meta explanations to mask my incompetence.³ Thus, we can also explain everything that occurred in reality and in Bern's game, and give each meta-world scene a counterpart in reality with Yasu = Ikuko Hachijo.

That concludes my presentation of the theory. Moving forward, I will provide a step-by-step explanation of the Erikantrice solutions for every mystery in all the games, covering both the past,meta and reality.

¹Besides Erika is not a corrected translation from the Japanese the correct one is The number of other island residents is exactly the same as in previous games or at least what i got by translating the origina text from Japanese

²Beatrice is the physical representation of the rules, and the exception known as Erika was destroyed, so the rules returned to normal.

³For example, in the Shkanontrice theory, Episode 5 is all an illusion of Battler and not a mystery because Erika, the detective, saw Kanon and Shannon together.

Chapter 3

Legend of the golden witch

WARNING! Before proceeding with the explanation of the murders, I would like to remind you that it is assumed that you have a complete understanding of every aspect of Umineko.

3.1 Introduction

Willard in the 7th game just solved the murders. However just solving the murders alone is not enough to convince people of the flaws in Shkanontrice, so I aim to give meaning to every little detail of the game, called «fegatelli» in Italian. I understand that explaining every detail may cause boredom, so I will focus on the core resolution of the murders that Shkanontrice defines as meta or randomly without sense. These fegatelli, will play an important role in the solution.

3.2 The Solution

The first Umineko no naku koro ni game, called the Legend of the golden witch, is different from the others to be almost completely a mystery without any part of fantasy¹, so information are less confusing than in the other games. The strongest point for Shkanontrice in this game is the first twilight, which is confirmed by Willard's statement:«*What would have happened if George had come inside to see Shannon*». This sentence supports the idea that in reality, Shannon's body didn't exist, providing evidence for Shkanontrice. However, Erikantrice will prove otherwise. Not only does another meaning exist for Willard's statement, but we will also deny the possibility of the absence of Shannon's body. The solution will be divided into paragraphs, where each murder will be discussed.².

¹Until the tea party

²This time, mostly the methods used are the same as those in Shkanontrice, since Shannon and her accomplices die quickly. However, the differences in the details are stark.l

3.2.1 First twilight

The six victims³ were found dead in the garden shed, but their faces were missing, except for Krauss and Shannon, who only lost half of their faces. This fact is crucial because Beatrice stated:

«Anyone who sees a body with only half of his face would understand that the person is dead».

Therefore, we can use this as evidence against Willard's declaration. George, the killer, believed that Shannon had faked her death. If he had entered the shed and seen her face, he would have realized that she was truly dead, thus ruining Kanon's plan. Beatrice gave us a crucial hint. Krauss was utilized to introduce the half-face rule, and Shannon was used to make George a suspect.

I have demonstrated that Willard's statement is valid in Erikantrice. Now, I will challenge it in Shkanontrice. When Battler entered the shed, he said:

«That old bastard, Kyrie, Uncle Krauss, Aunt Rosa, and Gohda...and there's still more of them? How many people died? I can't even count them on one hand.»

This confirms that Battler, the absolute objective detective's POV with 5 fingers in his hand, saw more than five bodies in the shed, including Shannon's one. Her body was partially hidden by the shelf in the back of the shed, enough for Battler to see it but not enough for George to see her face. In addition, when George heard of Shannon's death, he immediately asked his father about the finger that wore the ring. This is a clear signal from Kanon:

Ring Shannon agreed to cooperate.

Ringless Shannon refused to cooperate and Kanon was forced to kill her.

All these Fegatelli in Shkanontrice have no sense, but it's commonly known that in mystery novels, even the smallest detail can become the key to solving the case.

3.2.2 The murders of Eva and Hideyoshi

Eva and Hideyoshi were resting in their room, with Eva on the bed and Hideyoshi in the bathroom. George made his mother open the door and when Eva was lying on the bed, he killed her while Kanon killed Hideyoshi. Kanon, along with his accomplices Genji and Kumasawa, created the illusion of a closed room by pretending they found the chain set. This solution is similar to Shkanontrice in appearance, but it explains why Eva died on her bed. Eva was a martial arts champion and would have reacted if Kanon or Genji had entered the room. Instead, she was lying on the bed with a serene face, which indicates that she knew the killer and trusted him enough to let him enter and feel safe enough to lie down. The only person who fits this description is George.⁴

³Krauss, Kyrie, Rudolf, Gohda, Shannon, and Rosa killed by the Destiny Roulette

⁴Before entering her room, Eva asked George to go with her but he refused. In Erikantrice, he refused because George is the culprit, but in Shkanontrice, if George went with Eva, then Shkanon wouldn't be able to kill Eva and Hideyoshi.

3.2.3 The murders of Kanon and Kinzo

The solution is the same as in Shkanontrice. Kanon put Kinzo's body in the boiler and staged his death with the assistance of Doctor Nanjo.

3.2.4 The murders of Nanjo, Kumasawa, Genji and Natsuhi

The solution is the same as in Shkanontrice, Kanon killed them all, even though the door was closed, the three servants were accomplices and Kanon had the master key, so there are no tricks to explain⁵ but with Erikantrice, as usual, one last Fegatello can be explained. When Natsuhi, Jessica, Battler and George were locked in Kinzo's study, Battler was searching for a book to decipher the magic circle, and he magically found it. The question is, how did Battler find the right book among hundreds of 1000-page books in the studio? Shkanontrice says it doesn't matter, and you should stop thinking because it hurts your brain. However, Erikantrice noticed that when George entered the study, he stood near the window, looking out. This was explained by the narrator as George's melancholy after losing all the people he loved. But in reality, George was waiting for Kanon's signal to have Battler find the book at the right moment. This is why Battler discovered the meaning of the magic circle just before Maria called. The coincidence is too perfect to be accidental, especially in a mystery⁶.

3.3 Conclusion

The explanation of the first chapter of Umineko is over. As someone has noted, the Will's truths of the 7th episode are missing. Don't worry, I prefer to handle them all together after finishing the solutions of the first four chapters.

⁵Natsuhi was outside with a broken rifle, no problems to kill her

⁶If Maria had called before Battler found the book, those inside the study would not have exited

Chapter 4

Turn of the Golden witch

4.1 Introduction

The second Umineko no Naku Koro ni game, called Turn of the Golden Witch, introduces us to the most important element of the game and our greatest weapon to solve the mystery: «Red truth». Everything written in red is considered true, so we can use these statements as axioms from which to derive the solution.¹ Unfortunately, in this chapter, Battler was inexperienced, so most of the red statements were copies of the Decalogue of Knox. However, they were sufficient to refute all theories except for Erikantrice

4.2 The solution

Shakanontrice solves the murders with the culprits being Shkanon, Rosa, and all the servants. This is one of the major issues with Shakanontrice, as it has sparked doubt in anyone who thinks critically and does not blindly accept everything as truth.

DIFFERENT CULPRITS IN EVERY GAME

This solution is terrible. The mystery remains unchanged, so why have the culprits changed? The only way to make an absurdity like Shkanontrice work is to destroy all the beauty and logic of the game and rebuild it in a horrible form that equates Kanon with Shannon. In the following paragraphs, you will understand what I mean by the «death of beauty».

4.2.1 First twilight

A Loveless solution

Six people were killed and locked in a chapel². Only a key could open it, but it was sealed in an envelope that nobody had opened before or during the murders.

¹For those who have taken a humanistic course at university, in logic, a demonstration is the derivation of a truth from several concepts that we know to be true, known as the axioms.

²Krauss, Natsuhi, Eva, Hideyoshi, Rudolf, and Kyrie killed with the destiny roulette

Shkanontrice solves the mystery again by simply stating that the door was not really closed ³. The philosophical problem with this solution is the involvement of Gohda as an accomplice. Where is the love in Gohda, a servant who was hired two years ago and has no resentment against the Ushiomiyas or any family to protect? For money, he agreed to help in a plan that included his own death. In Erikantrice, all the culprits and accomplices have motives rooted in love:

Kanon

His love was killed by Battler's betrayal, and she wants to make him feel the pain she felt or just to make him remember her.

George

The only way for him to realize his love with Shannon was to kill Eva and obtain the 2 billion yen card. The only way to do this without leaving evidence was to detonate the bomb.

Genji

Kanon was like the son he never had. He saved Kanon's life and protected him from Kinzo. For Genji, the only important thing was Kanon's happiness, and he would do anything for him

Nanjo and Kumasawa

Money, owever, this money was also used to save the families they loved, such as Nanjo for his dying nephew and Kumasawa for her children but also for a motherly love for Yasu.

All of the culprits and accomplices were motivated by love, but what about Gohda? Was he motivated by money? Is money really a reason to kill someone? I will never accept it. Just like Willard at the beginning of the 7th game: «*I will never accept a person as a culprit without love as a motive*». Another problem with the solution is that the «not really closed door» trick had already been used in the first game. Yasu is a lover of mystery books, and there is nothing worse for a mystery fan, outside of violating Knox's and Dine's rules, than reusing a trick. Shkanontrice has a bad habit of not even considering the logical solution of something. Anything that contradicts Shkanontrice is labeled as «delusional», so instead of thinking about a real and logical solution, in every game, there is always a trick solved with...

EVERYONE IS THE CULPRIT

Shkanontrice declares that all the people present during a trick lied, so the trick never happened. This solution can be valid, but at most once. Instead, Shkanontrice always reuses it in every single game, until, intoxicated by the feeling of power given by this shortcut to thought, he insults Umineko even more with the solution of the 4th game, but we will discuss this later.

³Battler, the detective, never saw it closed, the same solution as for the murders of Eva and Hideyoshi

A solution with Love

Before proceeding with the explanation, I will list all the reds of the envelope:

1. From the time Maria received her key to the instant Rosa unsealed the envelope the next day, the key passed through no one's hands.
2. It is impossible to unlock the lock to the chapel with anything but the chapel's key.
3. When the door to the chapel is locked, it prevents any and all methods of entry or exit.
4. This morning, Rosa definitely took an envelope out of Maria's handbag...and from that obtained the genuine key to the chapel.
5. The key to the chapel truly was the object inside the envelope I gave Maria.
6. The envelope that I handed over to Maria and the one Rosa opened are the same thing.

At first, it may seem impossible to close the chapel, but if we read the reds carefully, there is nothing stopping Kanon from giving more envelopes to Maria⁴. Giving envelopes doesn't mean the receiver is aware of the gift. Maria could easily receive them while she was asleep. So, at noon, Kanon gave an envelope to Maria and then, after he committed the murders, he placed the key in a new envelope and gave it to Maria while she was sleeping, taking the old one. As you can see, Erikantrice solves the trick, considered impossible to solve, with love. My solution solves the trick with the same culprits and accomplices, without reusing tricks or making everything meta, but by finding an original solution that aligns with the theme of the story and red truths.

4.2.2 The murders of Jessica and Kanon

Kanon killed Jessica, his own personality, left his master key on her body and locked the room with Genji's master key. The murder of Jessica is not the main focus here, but what happened before Jessica's body was discovered. Let's recall that after the discovery of the bodies in the chapel, Rosa sent Genji and Shannon to check on Kinzo in his studio. When they didn't return, Rosa went to the studio and told Battler that Kinzo confirmed Genji and Shannon's alibis because they were writing a document for him the whole time. However, we know that Kinzo was not alive in every game, so if Rosa wasn't the culprit, why did she lie?

⁴The solution to this trick came to mind when I noticed that the number of envelopes in this game is higher than in others

As usual Erikantrice takes the smallest detail and provides an elegant solution.

The answer to why Rosa lied about Kinzo being alive lies in the alibi she provided to Genji and Shannon. Instead of simply stating that Kinzo confirmed their alibis, she claimed that they were writing a document for him. This was because when Rosa went to check on them, she found out Kinzo's status and took advantage of the situation. She ordered Genji and Shannon to write a document in which Kinzo left everything to her. This explains Rosa's lie about seeing Kinzo alive without implicating her as the culprit. It also sheds light on her concern about the servants. If they could lie about Kinzo's death, why not lie about the murders? ⁵.

4.2.3 The murders of Nanjo and Kumasawa

After Jessica was murdered, Rosa separated the servants from the family members. Later, the servants ran to Rosa and told her that someone resembling Kanon had entered the servants' room and killed Nanjo and Kumasawa. When they arrived at the kitchen, they found the door closed. Inside, there were no bodies, only an envelope containing Kanon's and Kumasawa's master keys. According to my theory, there are two possible explanations:

1. *A woman, who had the appearance of Kanon, murdered Nanjo and Kumasawa and then hid their bodies after the servants fled the scene.*
2. *Kanon, pretending to be a survivor of Jessica's murder, claimed that Rosa was the culprit and convinced Gohda and Shannon to work together to hide the weaker members of the group.*

These two solutions explain why Gohda and Shannon agreed with Genji's statement about someone resembling Kanon committing the murders. I personally prefer the first option, as it aligns more with Willard's solution. The second option is too similar to Shkanontrice, and I don't find it appealing. The contradiction with Shkanontrice in this game lies in the fact that Nanjo and Kumasawa were killed by Genji. This is the main contradiction, as Genji is a servant and, according to Van Dine's rule said by Wiliard in ep7, he cannot kill anyone. «*Where is the problem? Shkanon simply killed them in the servants' room, as your theory suggests.*» Unfortunately, according to Umineko Manga, it was Genji who killed Nanjo and Kumasawa, making Genji a culprit. If Shkanontrice is the theory of the manga, this contradicts the manga's depiction of the events. If, however, the reader disagrees with this and believes that Shkanontrice is true but not the manga, I would be happy to hear it, as I have started to doubt the validity of Shkanontrice due to its reliance on insults towards the reader as solutions in the manga. To me, a Shkanontrice theory without the manga is a pyrrhic victory.

Read the manga [here](#), page 7, for a visual proof⁶.

⁵During the discussion about who killed Jessica, Rosa accused Shannon of being a suspect, but George told her that she had confirmed Shannon's alibi. Rosa was confused here because she knew that Shannon could be the culprit, but she couldn't declare it to keep the fake document valid

⁶fuck bibliografy

4.2.4 The murders of George, Shannon and Gohda

George closed the door and killed Gohda. He tried to convince Shannon to follow his plan, but she refused and he killed her as well. Devastated by the loss of his reason for living, George decided to take his own life but he honored the agreements he had made with Kanon before doing so. He placed the stake inside Gohda's body and tried to do the same with Shannon, but he was unable to. Instead, he left the stake next to her body, shot himself in the belly, and finished his life by impaling himself with the stake⁷.

4.3 Conclusion

George's plan for love ended in a heartbreaking manner. His loved one came to understand how much of a monster he was and rejected him. Kanon fully grasped this and wrote endings in her stories where Shannon never accepts George after his actions. However, Kanon underestimated George's madness. In her stories, once losing Shannon, he committed suicide. In reality, George's madness would have turned him into a true monster, but I will discuss this further in upcoming chapters. With that, I conclude this chapter.

⁷According to Kyrie's tips in Episode 3, shooting someone in the belly does not guarantee immediate death, giving George enough time to carry out his final act.

Chapter 5

Banquet of the golden witch

5.1 Introduction

The third game in the *Umineko no naku koro ni* series, called *Banquet of the Golden Witch*, is a turning point in the game and my favorite chapter before *End of the Golden Witch*¹. I want to be honest with you all, before the "Banquet" chapter, I had no idea how to solve this game. Before seeing Higurashi, I thought it was a mental virus, but at least I was sure, since Episode 1, that Kanon was Beatrice. I never believed he was a man². So, I was aiming for the cliché that a man who looks like a woman is actually a woman in classic mysteries. Thanks to Ronove and Virgilia, I discovered two theories of logic that changed my life:

- Hempel's raven
- Schrodinger's cat.

They may sound like well-known theories and even a bit mainstream, but *Umineko* can truly explain their meaning. My whole way of thinking changed. I used to be afraid of the dark and trusted people, but after *Umineko*, I never believed in something without solid proof in logic. Now, thanks to *Umineko*, I am in university with high grades. Sorry for this detour about my mundane life, but I wanted to make you understand that the first two chapters confused the reader since their knowledge of the mystery was zero. Then, the game gave them tools that allowed them to realize that magic could be challenged and that a solution using human tricks was not impossible. In this chapter, we learn that not everything we see is real and that the culprit is one of the 18 characters. All of this is meant to teach us to doubt. Doubt in life is the most important factor in achieving success. In this world, everyone has bad intentions and wants to harm you. Don't trust anyone, trust only in logic. Logic will always be true, even if 7 billion people believe a lie to be true, it does not make it so.³ The introduction is over, and now the witch hunt for the third game begins.

¹thanks Erika, of course

²he was too cute and I thought he was the best girl when I first saw him... but it was fake news!

³I don't want to be edgy, but only trust people who love you; others will use you for their own gain

5.2 The solution

Shkanontrice accepts different culprits in each game so even this time, people who were once innocent may become monsters for money. Let's create a list of the culprits from previous games, excluding the servants and Shkanon:

1. *Eva and Hideyoshi*
2. *Rosa*

The human mind always tries to find logic in everything, even when it's not there. That's why I want to find a certain symmetry in choosing the culprits. From the list, we can see that all the culprits so far are parents. There are four games and four pairs of parents. For logic's sake, I expect to find a different pair of parents as culprits in each game, to show us four possibilities for committing murder. Of course, Shkanontrice will respect this logical choice by giving us Krauss and Natsuhi, or Rudolf and Kyrie, as the culprits for the third game. I know I made you wait for a long time, so who are the culprits that are helping Shkanontrice this time?

EVA AND HIDEYOSHI

Why?... Why did you ruin the mystery by accepting different culprits and then reusing the same ones? Of course, there's nothing that prohibits it, and there's nothing unreasonable about this solution... but

IT SUCKS

All this goes against every concept of beauty, symmetry, and the expectations of every reader. I refuse to believe that even the greatest supporter of Shkanontrice can declare, by swearing to God, that this was a good choice. I know it's just an aesthetic problem, but come on, I know you understand.

Sorry for violating every syntax and stylistic rule, but Shkanontrice insulted my favorite chapter in the worst possible way. That being said, let's start solving this game.

5.2.1 The first twilight

Sadly for Kanon, a miracle happened and the destiny roulette didn't kill anyone, so he was forced to use all the servants, Kinzo, and himself to complete the first twilight. The victims were found dead, each of them in a different locked room with a key to open another room and a master key except for Kinzo⁴. The mystery is easily solved if one of the victims is actually the culprit, except Kanon since the chapel can't be closed by a master key. However, the only impossible possibility is actually the truth. Kanon is the culprit. First, he placed Kinzo in the boiler room without putting any key. Then, he killed and placed all the victims and their respective keys in their rooms. Finally, he got himself locked inside the chapel by Nanjo from outside, who pretended to find the chapel key on Kinzo during the inspection of his body. see table 5.1 for the full steps.

⁴In other words, a closed room circle

Table 5.1: Murder circle steps explained with Erikantrice

<i>VICTIM</i>	<i>ROOM</i>	<i>KEYS LEFT</i>	<i>EVENTS</i>
Kinzo	Boiler room	No key left	Kinzo isn't part of the circle but he's the start and the end of it.
Shannon	Mansion parlor	Master key, Guest room key	Victim Killed by Kanon, 4 master keys, 4 room keys and chapel key left.
Kumasawa	2F guest room	Master key, Waiting room key	Victim Killed by Kanon, 3 master keys, 3 room keys and chapel key left.
Gohda	3F waiting room	Master key, VIP room key	Victim Killed by Kanon, 2 master keys, 2 room keys and chapel keys left.
Genjii	2F VIP room	Master key, Boiler room key	Victim Killed by Kanon, 1 master key, 1 room key and chapel key left.
Kanon	Chapel	Master key, Mansion parlor key	Culprit's death Faked, Nanjo closed the chapel from outside, chapel key left.
Kinzo	Boiler room	Chapel Key (inside the envelop)	Chapel Key left by Nanjo after the discover of Kinzo's body.

Shkanontrice wastes no time and makes its first mistake in this game. . . although I must admit that Shkanontrice's solution for this twilight is well thought out. The solution involves Shannon faking her death in the mansion parlor and later, after the room is inspected, she transforms into Kanon and fakes his death again inside the chapel. However, as stated earlier:

The Chapel cannot be closed with a master key. Thus, it would not be possible to place the chapel key in the boiler room after Shkanon locked the chapel

The red truths from the 2nd game leave no room for error in Shkanontrice's solution. One may ask if it's possible to lock the door from the inside without a key, and the answer can be found in the red truths of both the visual novel and the manga. While the red truth in the visual novel is not as specific, the red truth in the manga clearly denies Shkanontrice's solution:

- Furthermore, all of the doors and windows on the six rooms are normal. No device exists which can lock them without a key, such as an auto-lock - VN
- There is no means of locking the doors and windows of those six rooms without the keys - Manga

However, if one chooses to ignore the manga and consider it as fake, it is possible to find a lifeline for Shkanontrice. The definition of "device" in the visual novel's red truth is not defined, so we can assume the existence of a secondary lock on the door that allows one to close the Chapel from the inside without a key. This lock is depicted in the anime⁵, where George closes the Chapel from the inside using it. In conclusion, while Shkanontrice has been saved, the falsity of the manga has been fully demonstrated⁶.

5.2.2 The murders of Rosa and Maria

Maria forced Rosa to go outside to find her rose and in the garden they were killed. Since Kanon faked his death in order to kill without being suspected, it would have made sense for him to take advantage of the situation. There is not much to say about their death⁷ but there is a fegetello about their death that favors Erikantrice. Maria screamed and when Rosa agreed to search for Maria's rose, her daughter's expression changed, like when everything go according with the keikaku⁸. This tells us that someone ordered Maria to convince her mother to leave the house, but Maria had always been with her cousins so only one of them could have done it. Battler is the detective, and Jessica is dumb. This leaves George as the only one who fits the description⁹, he may have convinced Maria to lure her mother into Kanon's trap¹⁰.

⁵using the anime to save Shkanontrice ass LOL

⁶This also happened with Genji killing Nanjo and Kumasawa in the last chapter, but many people do not accept Van Dine's theory in Umineko

⁷Red truth: **Rosa and Maria died. The causes of death were as Nanjo diagnosed** a personality cant be stabbed, so sorry Rosatrice but Rosa can't be the culprit

⁸keikauin japanese means plan

⁹Again

¹⁰During this game George always looks at his agenda where probably are marked all the instructions given to him by Kanon, same thing happened during umineko saku where George after

5.2.3 The murders of Kyrie, Rudolf and Hideyoshi

The three victims went to the mansion to search for food, but they were all found dead inside. Since Kanon faked his death in order to kill without being suspected, it would have made sense for him to take advantage of the situation.

Shkanontrice explains this by saying that Hideyoshi shot and killed Kyrie and Rudolf, but before she died, Kyrie shot Hideyoshi with Rudolf's rifle. Ignoring the fact that the crimes had to be premeditated and not random, and disregarding the fact that Kyrie was considered a culprit by Knox because she killed someone, Kyrie suspected Hideyoshi because she had found a cigarette in Eva's room. She had lured Hideyoshi into the mansion to trap and confront him. But would a hunter let their prey shoot them after luring them into a trap? No, it's not logical. This may be possible, but it is not aesthetically pleasing or acceptable for those who want consistency in a mystery story.

Do you think this is Shkanontrice's contradiction in this chapter? No, this was just a warm-up. The real contradiction is:

KYRIE COULDN'T KILL HIDEYOSHI, RUDOLF'S RIFLE WAS BROKEN

In "Requiem of the Golden Witch," Bernkastel presents to us a game. In this game, the parents worked together to solve the epigraph, and they were successful in reaching the golden room. There, the relatives found four rifles and started shooting each other. In the end, only Kyrie and Rudolf survived. However, Eva, who had been shot, got up, revealing that she and Yasu were alive, meaning that two of the four rifles were broken. If you find it unfair to use the 7th chapter as evidence for the third, don't worry. There is a more clear proof: the Chiester sisters. As confirmed by Erika, the Chiester sisters represent the weapons used in the crime. They are the rifles, but only two of them are real weapons¹¹. This is confirmed by the fact that only two of the rifles were used in the game. Rosa and Hideyoshi's rifle worked, as Battler saw Hideyoshi using it after discovering Rosa's corpse, and Eva's worked because she killed Battler at the end of the game. This means that Krauss and Rudolf's rifles were broken, so Kyrie could not have shot anyone.

5.2.4 The murders of Krauss and Natsuhi

Krauss and Natsuhi were in the hall with Eva, but when she went to the bathroom, they disappeared and were later found strangled in the garden. The solution is simple; George took advantage of his mother's high suspicion status, due to the cigarette found on Kyrie's body, to convince Krauss and Natsuhi that she was guilty. He convinced them to meet him in the garden to create a plan against Eva, then with Nanjo's help, he escaped from the window and reached the garden. When Krauss and Natsuhi saw George arrive, Kanon wrapped a rope around Natsuhi's neck while she was distracted, and George did the same to Krauss.

looking at his agenda exit from the mansion for 8 hours without met or see Beatrice committing the murders

¹¹if you are asking for Chiester 00, first she doesn't show up in the 3rd game and then she never shot but always orders the other 2 to do it

Shkanontrice explains that Eva put sleeping pills in their coffee, choked them while they slept¹², and transported their bodies to the garden. However, this solution is unlikely since people in the mansion were wary of poisoned food.¹³.

5.2.5 The murders of George, Battler and Nanjo

The ceremony was now complete, and George wanted to take Shannon¹⁴ and run away as soon as possible¹⁵. However, Kanon told him to wait, but George didn't listen and went to see Shannon, only to find out she was dead. To prevent George from ruining his plan, Kanon was forced to kill him. Kanon also killed Nanjo and hid Jessica. Since Battler was the only one alive¹⁶, Eva killed him and solved the epigraph¹⁷, leaving the island. Here, Shkanontrice doesn't provide a complete explanation for the deaths of George and Nanjo, and the manga doesn't mention it either. This is considered as an half-contradiction..

5.3 Conclusion

The contradictions in this chapter show that Shkanontrice violates the red truths and is a bad solution that Yasu, as a mystery lover, wouldn't have accepted. It's not too much to ask for some style and consistency in a mystery.

¹²Where is the piss,shit and blood that a corpse usually leaves on the murder scene?

¹³In Erikantrice the missing sleeping pills of maria were used for the destiny Game

¹⁴Believing she was still alive

¹⁵The Bomb

¹⁶2+2=4 the ending of an Agatha Christie book

¹⁷Thanks the number left on the door of the parlor who can be used as a Key for the epigraph

Chapter 6

Alliance of the golden witch

6.1 Introduction

The fourth game of *Umineko no Naku Koro ni*, called "Alliance of the Golden Witch," is quite different from the other chapters in the series. Nearly half of the game focuses on Ange, rather than on murders or the challenge between Battler and Beatrice, which makes it my least favorite chapter. Alliance stands out due to the structure of its murders, which occur all on the first day and with many victims claiming to have seen magic. This makes Alliance the most confusing and difficult game to solve, as there is no obvious explanation for the false testimonies about magic. This is why Shkanontrice was unable to solve this chapter using traditional methods and had to resort to the ultimate insult to the reader. However, the light of truth will always shine, even in the darkest of times. Erikantrice will solve the final enigma of *Umineko* and defeat Shkanontrice in this chapter.

6.2 The Solution

I confess that I initially believed in Shkanontrice after reading the duel in the 6th game between Kanon and Shannon. However, I had my doubts about the murders, so I started reading the manga to find out the solutions according to Shkanontrice. I thank with all my heart anyone who hasn't taken 5 seconds to read the VN and formulate the manga solutions. After reading them, especially «THAT», I lost all my doubts and started to believe 100% that Shkanontrice was fake¹, the real solution was hidden somewhere waiting to be found. So, who are the culprits in this game that have taken away all my doubts about Shkanontrice? It's Eva and Hideyoshi again? Nope, the culprits this time are EVERYONE². Normie:«Like in the famous Agatha Christie's book, COOL, I read it in elementary school and that's why the game is called Alliance». This is the biggest insult to the reader in a mystery story. It shows a lack of thought and consideration for everything that was read and all the emotions felt by the characters in the story. The solution of «EVERYONE IS THE CULPRIT» is just the easiest way to approve Shkanontrice without taking into account any contradictions. In a famous Agatha Christie's

¹and gay

²Except Battler and Maria

book, every killer had a motive, but what about in this case? What motive could Yasu have had to convince Eva, Kyrie, and Rudolf to kill each other? People who watch humiliation-suicide videos every Thursday night to pass the time, Any reader who thinks this is absurd has not truly read Umineko.

6.2.1 First twilgth

The 5³ and Genji were found in the dining room dead with only half face. As you may have noticed, I omitted Genji from the discussion because, even though he died in that room, he died at a different time from the other five. With that being said, before we begin, it's better to review what happened before the murders. The relatives pressured Krauss to let them meet Kinzo immediately. Krauss was in a panic and accepted Genji's proposal to let him handle the situation. According to the plan, Krauss agreed to allow the parents to meet Kinzo in the dining room at midnight. To pass the time, the relatives ate the snacks that Kumasawa brought while they were waiting in the dining room. Now, let's list the crucial red truths:

- *Those who met the family conference acknowledged the presence of Kinzo*
- *No person would mistake Ushiromiya Kinzo by sight. No matter what disguise might be used, they would not be mixed Ushiromiya Kinzo by sight*
- *Kinzo's life or death status is the same as the start of all our games. The setup was not for the fourth game alone*

For Battler the solution was that someone had been recognized as Kinzo, aka the head of the family, by other people but the real solution is literally written in these red truths. Genji, at midnight, entered the dining room with Kinzo...but what is Kinzo in any game?

A DEAD CORPSE

Everyone recognized Kinzo's body by his toes⁴. Genji declared himself as the culprit and the new head of the family. The Destiny Roulette, served by Kumasawa killed Eva, Hideyoshi, Rudolf, Natsuhi and put Kyrie and Krauss to sleep. Genji instructed Gohda and Kumasawa to communicate the events of the dining room to the cousins without revealing his identity. Scared by the sight of five corpses and convinced by Kumasawa, Gohda accepted but never spoke about magic to the cousins since his motive was not love. Genji then forced Shannon to take Kyrie and Kanon to take Krauss. Together with Nanjo, they headed to the well. At the well, Genji forced Kanon and Shannon to throw Krauss and Kyrie into the well⁵ and then forced them to go down into the cell and lock themselves in. When Krauss and Kyrie woke up, Genji forced them to call the cousins. After George's call was finished, Genji left the prison and headed to the meeting place of Jessica's test⁶.

³Eva,Hideyoshi,Natsuhi,Rosa and Rudolf

⁴This is why no one would mistake Ushiromiya Kinzo by sight

⁵The fall in the well in what Kyrie and Krauss thought after wake up in the cell

⁶Krauss didn't lie. In fact, he referred to Genji as the «head of the family» instead of «father» or «Kinzo» a word he never normally used, of course, to refer to Genji without naming him

6.2.2 The murders of Gohda, Kumasawa and Jessica

Gohda and Kumasawa were found dead in the garden shed and Jessica, with her face destroyed, was in her room. Before the crime, Gohda and Kumasawa were locked in the garden shed according to Krauss's phone call. Jessica reached her room where she met Genji, who tested her. The naive Jessica, who truly believed in this test, chose the first option. Genji told her that before dying, she had to call Battler⁷. Meanwhile, George went to the garden shed, opened it⁸, killed Gohda and Kumasawa, hanged them⁹ then closed the shed and, through the window with a pre-prepared X trick, put the key back in Gohda's pocket¹⁰. To finish his job, George went to Jessica's room once the phone call was over, pushed Jessica against the wall, and smashed her head with a kick.¹¹.

6.2.3 The murders of Kyrie's group and Genji

Kanon, after calculating the timing, allowed the Kyrie Group to break out of the prison. Four members, excluding Kanon, climbed the ladder and escaped the well. When Kanon didn't return, Shannon went to check on him and was met by the Golden Witch Beatrice¹². Beatrice emerged from the well and, armed with a rifle, shot Shannon in the face at point-blank range¹³. The remaining members of the group tried to flee, but Nanjo was too slow and was killed by a bullet from Beatrice. There was no time to stake the bodies, so Beatrice simply left them near the corpses and pursued Kyrie and Krauss. Krauss was killed after entering the mansion, but Kyrie managed to escape. During the chase, Kanon managed to hit Kyrie in several different points¹⁴. After losing Kyrie, Beatrice threatened to kill Battler if Kyrie did not show herself. Kyrie, feeling she had no choice, followed Beatrice's order and called Battler. Of course the reader, who is very intelligent¹⁵ may wonder why Kyrie, who hated Battler, would sacrifice her life and leave her daughter Ange alone for him. The answer, as with many other answers obtained with Erikantrice, can only be:

LOVE

Ikuko, in Chapter 7, said a very truthful sentence that I have found out in many goats, «*People who only read the red truths are goats*». These words are indeed true. Although the meta scenes are false, there must be a reason for their existence

⁷Love as motive made her lied

⁸2 ways, he was the one who closed it so he just lied about it or Kumasawa could have passed the key to him through the window

⁹preparation necessary to the X trick

¹⁰since the window is open and the key is smaller then it you can create a X trick to put the key into Gohda's pocket thanks the Devil's proof rule

¹¹George as the culprit is the best. Fuck Battler, He is the true heir of Kinzo, as evidenced by their same score on Gaap's test. Both were puppets of their family until they met a girl who made them become a man, and for her, they killed everyone on Rokkenjima.

¹²Ever see a 80s movie when the tomboy girl enter in the scene with a great dress and the MC doesn't care anymore about other women

¹³This explains why Shannon's body has only half face

¹⁴This explains the holes on Kyrie's body caused by the golden wire

¹⁵Naturally less than me or would be you who write this manifesto

within the story. The author wants to communicate something and the answer to the tricks is written between the lines in those scenes. Erikantrice always uses these «not red truth scenes» to find the solution, which shows a love for the author's work. If these scenes had no meaning, it would be enough to simply read the list of red truths to solve Umineko. Dear reader, together we will find out why Kyrie lied. The reason is clearly written in the white lines that the «goats» don't even consider. From Chapter 4: «*Who is Battler Ushiromiya?*», we discover that Battler is not actually Asumo's son but still Kinzo's grandson. During Kyrie's phone call, she seeks forgiveness from Battler with phrases like «things you wouldn't want to believe». This shows that Kyrie knew something of great importance during the call. By giving meaning to these two scenes, we can understand why Kyrie lied. A «loveless goat» might say she was an accomplice, but with our love and capability for empathy, we can declare that Beatrice revealed the truth to Kyrie: she was the real mother of Battler. This news made Kyrie's mind too wild for logic, and her motherly instincts made her sacrifice for Battler. Kyrie's call is a perfect example of the power of Erikantrice. Our theory states that every meta scene has meaning gives us a powerful weapon. We just need to give meaning to these scenes, and the solution will come by itself. Regarding the first twilight in the dining room, George and Genji reached the room after killing Jessica. Genji took Kinzo's body to the boiler, and George began shooting the first twilight victims' corpses to cover the traces of poisoning by destroying half of their faces. After Genji returned to the dining room, George completed the first twilight by shooting him in the face. However, there is a contradiction for Shkanontrice. ¹⁶. The red truth:

Kanon is dead. He was the first to die among the five people in Kyrie's group. In short, he was the 9th victim.

It's impossible to respect for Shkanontrice, just look at this part of the red truth «Among the five people in Kyrie's group», 5 PEOPLE = 5 BODIES ACCORDING WITH EP6, Shannon and Kanon are the same person so the people group is reduced by 1, none of the 8 victims can join this group, Gohda and Kumasawa are locked and Maria and Battler are not accomplices. result:

A PERSON IS MISSED

This is the first error but not the last, Shkanontrice violate the red truth about Kanon is the 9th victim. Kanon can't be the 9th victim, since according to George is not the culprit, the victims were Rosa, Eva, Hideyoshi, Natsuhi, Rudolf, Gohda, Kumasawa, Genji, Jessica and George. Kanon would be the ninth victim but the problem is that Jessica, in the manga, dies after Gohda and Kumasawa, so this makes Kanon the tenth victim¹⁷.

¹⁶even if the whole solution is a contradiction itself

¹⁷as always if you believe in the manga

6.2.4 The murders of George and Maria

George met Beatrice in the garden, and he couldn't believe it, his accomplice can't be this cute. George wanted to kill Battler but Beatrice wanted to talk to him one last time before die, so a fight broke out which ended with a bullet into George's head¹⁸. Battler went to his meeting with Beatrice and along the way he found George's dead body, in fact George is the only corpse that Battler found before the tea party, of course this is a big clue from Beatrice.

HERE THE CULPRIT

George's corpse was very strange, he was total covered in blood, but his face was untouched, and the only wound was a small hole in his forehead, an hole to small for all that blood. The rain shouldn't have washed away all the blood, but George's clothes were full of it, leading to the conclusion that the blood was older than his death. These details in Shkanontrice don't hold any meaning, but with the power of Erikantrice, we can conclude that George is the culprit.

NO REAL SOLUTION IS WRITTEN TO ACCUSE SOMEONE

After the murder, Beatrice went to meet Battler, but the conversation did not go well and she went into the well and closed it, ending up in the gold room where she lay on the bed, crying and waiting for the bomb to explode. Maria, realizing that the ritual was over, went near her mother's body to enter into the golden land together. However, waiting for a whole day was too long, so she became hungry and ate the food on the table in front of her mother and the destiny roulette took her life.

6.2.5 The destiny roulette

The term «destiny roulette» has been mentioned in this manifesto as a murder weapon at times. The reader is familiar with it as a concept of magic that chose the victims of the first twilight, but it has never been portrayed as a tangible, objective real method to kill. In this paragraph, the reader will be provided with an understanding of how the destiny roulette is indeed real and the impact it has on all games.

Instructions for the perfect first twilight:

1. *Have Maria force her mother to bring sleeping pills and the special tea that Rosa gave to Kumasawa in the first game*
2. *Mix seven sleeping pills and six tea pills in a bag and randomly extract seven pills to put into the food for the family conference.*
3. *Serve the food to the parents and enjoy the result.*

¹⁸Kinzo's scene about him being burned alive by Beatrice represents this, remember that George is the true heir of Kinzo

The destiny roulette is essentially poison that can kill between zero and six people in every first twilight. I have previously stated that I view all Umineko games as a single mystery that explores various possibilities. It is this roulette that changes Kanon's plan, as it can alter his plan in four possible scenarios:

1. *The roulette kills between 1 to 5 people. The plan for each of these cases is the same as seen in the first game. It may seem strange, but being able to use Kinzo's undead status greatly simplifies the situation.*
2. *If the jackpot is hit, the roulette kills 6 people and no servant is used to achieve the twilight. In this case, Kanon has already won as none of his accomplices have died, which explains why Battler was so troubled.*
3. *If a miracle occurs and there are no deaths, Kanon is forced to use all servants, including Kinzo and himself, to complete the twilight. In this case, Kanon uses the closed room circle seen during Episode 3.*
4. *The parents force Krauss to meet Kinzo, and this is the only case that doesn't depend on the roulette. To solve this situation, Kanon uses the "Kinzo is not dead" plan seen in Chapter 4.*

This makes us understand that Kanon loved mysteries so much that he created a crime that could adapt to every single situation, and especially how much Kanon loved taking risks, leaving luck to choose his plan¹⁹.

6.2.6 Williard's truth

In episode 7 Williard solved the first 4 games with rather vague statements, but he still used a basic logic. If Erikantrice is the truth, then his solutions should reflect its statements, and as you can see from the tables, it does. This is a clear demonstration of the power and accuracy of Erikantrice as the truth behind the mystery. [6.1](#), [6.2](#), [6.3](#) and [6.4](#).

EVERY SINGLE WILLIARD TRUTH COINCIDES WITH ERIKANTRICE

6.3 Conclusion

I solved Umineko with my theory and I am extremely proud of my accomplishment. It demonstrates that with persistence and dedication, anything can be achieved. My solution is a testament to the power of human reasoning and problem-solving skills. I encourage other fans of the Umineko series to attempt to solve it as well, as the journey is just as rewarding as the conclusion. After 2 years and 4 rereadings of Umineko, Admit it, i am better than Williard.

¹⁹The surviving parents in the first twilight always claim that they fell asleep and left the conference early, confirming the use of sleeping pills in the destiny roulette.

Table 6.1: Williard's truths about Legend of the golden witch

<i>TWILIGHT</i>	<i>CLAIRE'S QUESTION</i>	<i>WILLIARD'S ANSWER</i>	<i>ERIKANTRICE VERSION</i>
First twilight	Six corpses in the garden shed	Illusions to illusions. ...The corpse that cannot return to earth returns to illusions	George believed that Shannon was alive.
Second twilight.	Two corpses are close in a closed room protected by a chain	Illusions to illusions. ...A chain of illusions can only trap illusions	The closed room was faked by Kanon and Genji.
Fourth twilight	The old Head from the closed room study, confined in a scorching furnace	Illusions to illusions. ...Let the man of illusions go to where he belongs	Kinzo doesn't exist.
Fifth twilight	The last moments of the sacrificed boy with a stake in his chest	Illusions to illusions. ...The witch and stake of illusions can pierce naught but illusions	Kanon faked his death with Nanjo help.
Sixth, seventh, and eighth twilights	Three corpses lying in the closed room of the singing girl	Illusions to illusions. ...Illusions are the blind girl's song. Illusion of a closed room	All the victims were accomplices.

Table 6.2: Williard's truths about Turn of the golden witch

<i>TWILIGHT</i>	<i>CLAIRE'S QUESTION</i>	<i>WILLIARD'S ANSWER</i>	<i>ERIKANTRICE VERSION</i>
First twilight	The six with their stomachs split in the closed room chapel	Illusions to illusions. ...The gold truth locks the lock of illusions	The golden truth aka witness testimonies, Rosa genuinely believed that the envelope with the key was the same as the one from yesterday.
Second twilight	The two who are close cannot even be close as corpses	Illusions to illusions. ...Illusions who have fulfilled their role do not even leave a corpse behind	Kanon killed Jessica and Kanon's personality died.
Fourth, fifth, and sixth twilights	In Natsuhi's closed room, none are left alive	Earth to earth. ...No one would dispute that a coffin is a closed room	The murder was inside his coffin.
Seventh and eighth twilights	The two sliced to death by the red-eyed illusion	Earth to earth. Illusions to illusions. ...No illusion can create a corpse	Kanon wasn't an illusion.

Table 6.3: Williard's truth about Banquet of the golden witch

<i>TWILIGHT</i>	<i>CLAIRE'S QUESTION</i>	<i>WILLIARD'S ANSWER</i>	<i>ERIKANTRICE VERSION</i>
First twilight	Six corpses connected by the linked closed rooms	Illusions to illusions. ...In the closed room ring, the end and the beginning overlap	The ring started with Kinzo in the boiler room and ended with Nanjo put the chapel key on him.
Second twilight	The corpses of mother and child lay together in the rose garden	Earth to earth. ...No falsehoods in their final moments as told	No trick to explain, Kanon faked his death in order to kill them..
Fourth, fifth, and sixth twilights	Three corpses lying in the mansion	Earth to earth. ...No falsehoods in their final moments as told	No trick to explain, Kanon faked his death in order to kill them.
Seventh and eighth twilights	The corpses of husband and wife lay exposed under the arbor	Earth to earth. ...The obvious culprit wields a mutable blade	At first, George was an angel for them, but then mutated into a demon.

Table 6.4: Williard's truth about Alliance of the golden witch

<i>TWILIGHT</i>	<i>CLAIRE'S QUESTION</i>	<i>WILLIARD'S ANSWER</i>	<i>ERIKANTRICE VERSION</i>
First twilight	A massacring storm sweeps through the dining hall	Illusions to illusions. ...Tales woven by the gold truth return to illusions	The golden truth aka witness testimonies, Gohda and Krauss genuinely believed in Genji's act.
Second twilight	The two youths face their trials and pass away together	Illusions to illusions. ...Tales woven by the gold truth return to illusions	The golden truth aka witness testimonies, Jessica genuinely believed in Genji's act.
Fourth, fifth, sixth, seventh, and eighth twilight	None of the runaways are left alive	Earth to earth. Illusions to illusions. ...Silent corpses, adorned by fiction	All killed(adorned) by a witch who should not exist(Kanon dressed as Beatrice).
Fourth game, ninth twilight	And none shall be left alive	Earth to earth. Illusions to illusions. ...When fiction is shut up inside a cat box, it becomes truth	The bomb explodes and Then There Were None.

Chapter 7

End of the golden witch

7.1 Introduction

The 5th game of Umineko, entitled "End of the Golden Witch," marks a turning point in the series as well as in my Manifesto, this is due to the introduction of a new character, Erika, who I consider to be the best in the series. Dear reader, so far what you have been reading can be call «George's theory», which is the name I gave to my first theory formulated to solve Umineko without Shkanontrice, who successfully explains the first four games, making it an alternative theory. However, my theory falls short when it comes to explaining Chiru. I have attempted to share my theory with others on several occasions, but it was met with criticism due to my inability to effectively explain Erika, who consistently disproved my theory. As a result, I have developed hate towards her. Interestingly, it was Erika, the same character I initially came to dislike, who ultimately helped me complete my understanding of Umineko. My hatred for her turned to be the source of inspiration that allowed me to finally solve the mystery. In the second part of my manifesto, which will cover the 5th and 6th chapters¹, instead of breaking it down into murder cases, I will focus on the clues that reveal Erika true identity².

7.2 The solution

The fifth game, as mentioned in the introduction, have a fairly easy difficult what could possibly foul you now?

Erika.

She was introduced as Bernkastel's new pawn, but at first she seemed like a copy of Bernkastel herself, with her haughtiness and pride. However, as she interacted with Battler, she underwent a transformation. She began to exhibit mood swings, alternating between a trolling demeanor and the angry expressions of a spoiled child. In essence, she became like Beatrice from the second game, but without Beatrice's love for Battler. This was intriguing, as Beatrice had now become a

¹plus bonus chapters

²since the mystery is simple and short

doll without personality, and all that remained within her was her love for Battler. Another similarity between Erika and Beatrice is their painful pasts. Erika declared that she had suffered so much that a few years felt like a thousand. This is exactly like Yasu's experience, but unlike Yasu, who chose to blind herself with magic, Erika has accepted the truth and all the pain that comes with it. In fact, we could define Erika as a Yasu who chose the "Trick Ending" instead of the "Magic Ending."

It is certainly intriguing to see all these similarities between Erika and Beatrice, but now we must move on to the mystery of the fifth game.

A detective that seems a culprit

The fifth game starts with a call from a man known as the «19th man» to Natsuhi. He claims to be her son and says he will attend the family conference. However, when the conference begins, a woman named Erika shows up and introduces herself as the detective. The 19th man goal was to revenge against Natsuhi but even Erika is obsessed with Natsuhi and Jessica, so much that even declares her only goal is to humiliate them to Battler. The game features only two murder scenes³ and the mystery of the disappearance of the bodies of the first twilight, throughout this game the 19th man blackmailed Natsuhi, taking away her alibis during the murders giving Erika deadly opportunities to accuse he. Erika makes the conference a nightmare for Natsuhi, manipulating events to make Natsuhi appear guilty:

- *She resolved the epigraph, removing Krauss as head of the household.*
- *She united all the parents against Natsuhi's family.*
- *Gave an alibi for the first twilight to everyone except Natsuhi, then she quit her surveillance job for a full hour to talk to «Nanjo» about mystery giving Natsuhi a chance to commit the crime.*
- *She completely didn't care about the first twilight murders so she could accuse Natsuhi of faking Kinzo's existence.*
- *Ambushed Natsuhi after The Hideyoshi Murder, waiting for her at the foot of the stairs instead of going to her room.*
- *Accused Natsuhi of the murders, including a sexual relationship with Kinzo to explain the disappearance of the bodies.*

The ultimate goal of the culprit was to destroy Natsuhi, humiliate her, and force her to admit the sin she did 19 years prior but by looking at Erika's actions, she can be considered as a great accomplice in this plan.

³First twilight and only Hideyoshi for the Second

7.2.1 Shkanontrice's solution

Shkanontrice doesn't even try to solve the game, from what I understand «Everyone is the culprit» again and the goal was to trick Erika... People chose to die for a trick ... Natsuhi's tears and despair were fake... All the fights in the meta-world were useless... There are no words to express my frustration with Shkanontrice after this act of heresy. Every time, the solution to the game just gets worse, and I don't understand how people can accept it without questioning it but I've already lost hope in the solution to the fourth game. Additionally, the fifth game is not even a mystery to Shkanontrice. In fact, to explain why everyone, including the detective, saw Kanon and Shannon in the same room, Shkanontrice claims that all of episode 5 was just an illusion seen through Battler's corrupted POV. In short, we saw the entire game from a corrupt perspective, so every scene could be fake. I could write a 20-page chapter to explain the issues with this theory, but let me give you a simple example.

Nanjo killed everyone with mini bombs, since everything is an illusion, nothing of this solution can be denied. .

I hope you understand so let's not waste any more time with this insult to all mystery readers.

7.2.2 Erikantrice's solution

Really strange facts happen in this game that of course no theory can explain with a real motive but the strangest fact happens at the end of this chapter when both Erika and Battler solve the games with 2 different theories:

Battler: *Himself as culprit.*

Erika: *Natsuhi as culprit.*

Since neither directly denies the other, the result is a tie. Every single Umineko reader knows that to win, the detective must solve the mystery by denying the magic with human tricks. Both of these solutions do that, and the witch's part should have lost, but instead, there is a tie. Lambda, who was the gamemaster, did nothing to win. She didn't deny any of these theories, even though they denied the existence of the witch. The objection that «*Lambda wanted a tie*» is, of course, incorrect, as she accepted Natsuhi's theory without protesting and giving victory to Erika. Additionally, during the sixth game, before the duel between Beatrice and Erika, Bern believed that the final result would be a tie, while Lambda was very confident in Beatrice's victory. So, Lambda's goal could have been anything except an eternal draw.

The real identity of Erika

Erikantrice, as I mentioned earlier, is not a theory written to accuse anyone. Instead, its solutions derive from the themes of the story. My goal is not to find a solution directly, but by giving meaning to every scene in Umineko, the solution

came to me on its own. Let's play together, dear reader. List all the strange events in this game and try to give meaning to them:

- *The 19th man declares that he will attend the conference but instead Erika arrives and help this man by giving to him deadly assists to accuse Natsuhi.*
- *Erika and Beatrice have a lot in common in their personality and past.*
- *Erika did a bad job as a detective, as her only goal was just trying to accuse Natsuhi without caring about the mystery.*

From the first and third points, we deduce that the behavior and goals of Erika and the 19th person match, so we can explain this by saying that Erika and the 19th person are accomplices. However, we know that the 19th person is Yasu, so Erika is Yasu's accomplice. From the second point, we also add to Erika's similarities with Yasu, including their past and personality. Four different coincidences, both in terms of past, personality, goal, and behavior are the same for Yasu and Erika, so the explanation is very simple. Knox's 10th Commandment is fully respected. This missing piece of my Goerge's theory and since Yasu is called Kanon in the game, the solution we have derived by explaining these strange facts at the end of the golden witch can be called:

$$ERIKA = KANON$$

Madness, insanity, or just plain obvious, acknowledging this conclusion may feel like an insult to our dignity, but it's better than admitting defeat to our love for Ryukishi. It took 10 fucking years for someone to finally solve the mystery, despite the numerous clues left by R07. Erika = Kanon enables us to solve all of Chiru as a fair mystery, and not only that, but it also gives us a deeper understanding of Erika's character. From a dumb irrational person whose actions make no sense, to the character who loved the most in Umineko the most, so much that sh believed to be real.

A mystery soution for EP5

The solution to the fifth game is now clear. The entire fifth game is a conspiracy orchestrated by Yasu against Natsuhi. As is typical, the culprit and accomplice are the same, with George committing the murders and Erika accusing Natsuhi of committing them, all in an effort to ruin Natsuhi's life. Erika solved the epitaph and declined her share of the treasure to establish herself as an impartial genius judge, so no one would suspect her when she accused Natsuhi⁴. Before the first twilight, Erika gave everyone an alibe except Natsuhi by calling her as the 19th man, while George convinced Jessica, Maria, and Rosa to pretend to be dead under the guise of creating a fake murder case to prank Erika⁵. Once the bodies were discovered and people went to Kinzo's study, George made them escape from the

⁴As Batter said during ep6, The detective authority must be gained like magic, so this is why Erika solved the epitaph

⁵Possible since Battler did the same in the sixth gameand Genji, an accomplice, also pretended to be dead

room and killed them⁶. Erika, as the 19th man, ordered Natsuhi to hide in the closet inside George's parent's room. George was also hiding under the bed⁷ and when Hideyoshi arrived, Erika entered from the front door, causing Hideyoshi to turn around, which allowed George to stab him from behind. George then hid himself again under the bed, and Erika escaped through the bathroom window⁸. After killing his father, George either committed suicide or killed his personality, since he had now faked his death in a credible way and could use the 2 billion yen card to start a new life with Shannon. Natsuhi again lacked an alibi, so Erika gathered everyone in the mansion parlor to blame Natsuhi for the murders and make her confess to her sin from 19 years ago. Natsuhi confessed, and at that moment, Battler understood everything. However, what happened next was never shown.

Erikantrice is beautiful because it respects the feelings of the characters without denying them for personal gain, *Erikantrice is beautiful for that exact reason, respect for his beloved story.*

7.2.3 Lambda

Thanks Erika = Kanon, we can finally explain Lambda's behavior. She was Beatrice's friend from the beginning and her goal was not to achieve an eternal draw, but to make Battler switch sides after he remembered Yasu.

- *This explains why she blocked Beatrice from retiring.*
- *Why she introduced Knox in her game.*
- *Who send Cornelia and Gertrude to help Battler after his death.*
- *Why she reopened the game and gave to Battler the title of witch.*
- *During the 6th game she was favoring Battler so much that Bern had to remind her that she was suppose to be an impartial Judge.*

Lambda created Erika as a last bet to save her friend Beatrice. When Beatrice lost the will to play, Lambda imprisoned her, but seeing her suffer was too much, so she decided to solve everything in her game. Whether Battler remembered her or she will reborn as a new personality as the dream of every mystery reader: to become a detective. This explanation highlights why Lambda was one of the greatest characters in Umineko and concludes the solution part of this chapter. The rest of the chapter will focus on the many hints surrounding the revelation of Erika being Kanon.

⁶Also Krauss after Erika's call to Natsuhi

⁷In ep6 Battler confirm that the room is divided in 3 parts, so is totally possible to Natsuhi and George hide in 2 of these parts and never met

⁸This explains why even if Hideyoshi had noticed the killer, his wound was in the back and also explains why the window was open and Erika, the detective, was the last to arrive to the crime scene

7.3 Erika is Kanon

The reader has likely noticed a major contradiction. During the game, Erika is portrayed as the culprit, but in the meta scenes, she is unaware of being Yasu. This can be explained by the existence of two Erikas⁹:

Game-Erika *She exists in the game world and is fully aware of being Yasu, using her detective status to commit the crime.*

Meta-Erika *Exists in the meta world and believes she is a real person. To maintain this illusion of reality, meta-Erika is not aware of being Yasu, and any information that would lead to this realization is erased from her mind.*

As Bern explained in the game, Meta-Battler and his pawn version are different, and the same applies to Erika. Game-Erika is simply a pawn of the game master, fulfilling her role as a detective who commits the crime. Meanwhile, Meta-Erika is a part of Beatrice, embodying her love for mystery and tricks. She wants to be real, so her goal is to create a new truth in which she exists as a real person. That is why she accused Natsuhi with a false theory instead of seeking the real truth. If the truth remains a secret, and as long as everyone agrees on it, whether it is true or not, Meta-Erika will continue to exist.¹⁰

7.3.1 The detective is the Culprit

Before proceeding further, there is a big question that the reader may naturally have as an objection against the only one real truth Erika=Kanon.:

But the detective can't be the culprit!!!

This phrase is always used as the first argument against Erikantrice every single time since *Knox's 7th It is forbidden for the detective to be the culprit*, the answer is very simple Erika is not the detective but the accomplice. Thanks to Umineko's 6th chapter, we know that a culprit is someone who kills a person. Since in the 6th chapter, Erika had refused to be the detective in order to kill people, if one doesn't kill, they are not a culprit. This fact allows us to evade Knox's 7th commandment. George committed all the murders in Episode 5, so Erika is just an accomplice¹¹. Every law is made to be broken, but in Italy we do better, an art to get what one wants without actually breaking the law, we call it *elusion*. This art is what allowed Erika to be the detective and at the same time implement her plan against Natsuhi¹².

⁹3 if you assume the existence of the drowned Erika, this can create a Sherikantrice theory, if you like Erika=kanon but not George culprit.

¹⁰Doublethink of 1984 is a good example

¹¹Being a culprit does not naturally mean just helping another culprit. In Episode 5, Erika, the detective, helped the culprit hundreds of times, and the red truth of Episode 4 stated that Genji, Kumasawa, and Nanjo are not culprits even though we know about their agreements with Yasu

¹²Yasu has really Italian blood

A third Erika

There is another explanation for how Erika could be the culprit: by stating that she is not the detective. Lambda: *I proclaim that Furudo Erika is the detective*, the confusion over her identity can be easily resolved by the existence of a third Erika, the person who actually fell from the ship and drowned, whose body washed up on Rokkenjima Island. After hearing of her death with the radio Kanon assumed her identity. Believers in Shkanonrice cannot deny this possibility as Shkanonrice confirms her existence. This third Erika would be the real detective, who is dead from the start, and Erikanon is pretending to be her. Dlanor seems to support this theory as she referred to Meta-Erikaa <miss> Erika, while she used other names in other occasions. While this point is not officially accepted in Erikanrice, it does not impact the conclusion as the solution remains the same whether or not the third Erika exists.

7.3.2 The 19th man

Voice and dialogues

In previous sections, I have already explained that Erika introduced herself to Natsuhi as the 19th man to manipulate Natsuhi and prevent her from having an alibi during the murders. In this section, we will provide additional evidence to support this claim. When Natsuhi heard about the arrival of an unexpected guest, she immediately associated the stranger with the 19-year-old man but changed her mind when she realized Erika was a woman. The voice of the 19th man was masculine, so it was natural for Natsuhi not to suspect a woman. However, Natsuhi had doubts about the voice because it was too light to be a grown man's voice. She thought it was a teenager's voice. This barely masculine voice confirms that the 19th man could be Erika, as Erika's alternate personality, Kanon, had a barely masculine, teenage voice. Erika would have no problem speaking to Natsuhi with a man's voice to avoid being recognized when she introduced herself as a woman. The voice is closely related to another piece of evidence that shows the identity between Erika and the 19th man: a similar personality. The dialogues of the 19th man and Erika are very similar, and both have a deep hatred for Natsuhi and Jessica. This hatred can be easily explained in the 19th man, as his mother rejected him and his sister took everything from him. However, what about Erika? During dinner, Erika started to argue with Jessica about the epitaph-succession and from that moment, she started to hate Jessica so much that during the inspection of the chapel, she confessed to Battler that the only reason she agreed to solve the epitaph was to get revenge on Jessica. After declaring her total war on Jessica, she made an evil laugh that was similar to the 19th man's. Erika had no logical explanation for this hate, except being the 19th man.

Natsuhi's season of love

The biggest objection that the reader might have against Erika being the 19th man is based on a red truth. However, I find myself in a difficult situation because I cannot reveal this red truth just yet. Let's first remind the reader of the relevant events. After meeting Erika, Natsuhi received a phone call from the 19th man who asked her about her favorite season. Natsuhi answered autumn, and the 19th man told her to look under the clock, where she found a card with the word «Autumn». Natsuhi was shocked, but after considering the situation, she realized that the culprit must have knowledge of the mansion layout and personal information about her. Natsuhi concluded that the culprit must be a servant or have a servant as an accomplice, since only a servant could enter her room. In the End Natsuhi accused Shannon thanks this is the red truth pronounced by Natsuhi:

I never told anyone except Shannon that I like autumn

The red truth in question would force the 19th man to be Shannon, since if Shannon is the only person who was told about it by Natsuhi, then the person on the phone with Natsuhi must also be Shannon. I can already see the reader with a beautiful smile thinking that I am being destroyed by this charmless argument, don't worry as always I will offer different layers of objections:

Moral Problem

Umineko is a mystery and the answer cannot be so easily revealed.

Technical Problem

Natsuhi is not the gamemaster and every red truth she says must be supported by evidenc as explained by Dlanor. Natsuhi has never seen her interlocutor on the phone, another person could had hear the call destroying the red.

Obvious Problem

Natsuhi is not the detective so she can't say any valid red truth.¹³

Misunderstanding Problem

Additionally, Natsuhi and the 19th man were talking about the same autumn, or maybe Natsuhi meant a one. The 19th man started the conversation about seasons because "summer" Kanji is part of Natsuhi's name, and maybe there is someone with «autumn» Kanji in his name. The red truth may have a deeper meaning, "I never told anyone except Shannon my love for Autumn, not a season but a man, my eternal twin soul¹⁴»,

¹³or... maybe... and... if...? ahahahahah you think too much Italianon

¹⁴Gohda was suppose to be the lover of Natsuhi before a R07 assistance forced him to change the story, so is not a baseless argument, also explain who is the real father of Jessica strange that the infertile Krauss magically get a baby

7.3.3 The 3 cards

We are looking for a solution that is a true representation of the beauty of Umineko, a solution that is like a magic trick and respects the mystery genre. This solution is derived from several observations. The first is that the 19th man asked Natsuhi about her favorite season before she found the card, which reduces the likelihood that the 19th man was Shannon. If Shannon already knew Natsuhi's favorite season, it would have been more straightforward to reveal it immediately.

Erikantrice's solution:

1. *Prepare 3 cards one with written spring, one with written winter and one with written autumn.*
2. *Put the spring card under the phone
Put the winter card under the bed
Put the autumn card under the clock*
3. *If Natsuhi answers spring tell her to look under the phone
If Natsuhi answers winter tell her to look under the bed,
If Natsuhi answers fall tell her to look under the clock.*

*Simple because Natsuhi answers before finding the card,
this level of reasoning is possible for Italian anon*

Additionally, the fact that the card was found under a heavy watch that Natsuhi would never have looked under if not for the phone call, suggests that the cards were placed in hard-to-find locations, making it unlikely that Natsuhi would have discovered them by chance. In conclusion, the 19th man could be someone other than Shannon and Erika, with similar goals and personality as the 19th man, is a strong candidate¹⁵.

Look Mr Reader, a mystery solution exist and we find it by only giving a right explanation to all the factors involved in this trick. Erikantrice is the best solution...ok to be honest this solution was already knew but since was rejected because violated the holy Shkanontrice, was trashed so according with italian law, other people's waste is someone's else gold, this solution is legally mine¹⁶.

7.3.4 The epitaph and the detective's authority

Erika's plan was to accuse Natsuhi of George's murders, but preparations were necessary for her plan to succeed. The biggest challenge was to gain people's trust and credibility so that she could accuse Natsuhi without raising suspicions and to make her ideas acceptable. A good time to discuss the authority of the detective is now, as you know, the detective has a special power that creates absolute cooperation between the detective and others.

¹⁵Natsuhi was also forced to never move from her bed, reducing the risk of finding other cards.

¹⁶Usucapione search it on google

This power allows the detective to use seals to create «red truths» since his POV is objective. In Umineko's sixth chapter, we learn that this status is not part of the detective's powers. Instead, according to Battler, it is a relationship of trust and respect that is built between the detective and the people. People accept the detective and, as a result, the detective is able to give orders and have his opinions accepted as absolute truth in order to solve the crime. Battler compared the authority of the detective to the title of a witch. As we know, Yasu had to make the story of Beatrice grow through disappearances, tricks, and even acts of violence before people accepted the witch. Similarly, a detective must demonstrate their skills and intellect to earn their title. In the sixth game, Erika obtained people's approval by managing the situation after the first twilight. In the fifth game, she gained the trust of the relatives and was respected as an incorruptible genius detective who only cares about the truth. How did she achieve this?¹⁷

By solving the epitaph

Think about the situation. The relatives had spent years and resources trying to solve the puzzle, and then a girl appeared out of nowhere and solved it in one night, also she didn't even want a single gold bar. Erika had become an absolute genius in the eyes of the greedy relatives.

An impossible Riddle

The resolution of the epitaph shows another Shaknontrice problem because

Erika never solved the epitaph, but knew the solution from the start

The epitaph, which was introduced as the great mystery in the first episode, becomes increasingly unimportant as the story progresses. In the end, Virgilia confirms that the epitaph is completely useless and was only included to add atmosphere. It is not only useless to the mystery but also unsolvable. Lambda confirmed this when she took Battler to the sea of fragments for the first time. Bern and Battler were looking for clues to solve the epitaph, but Lambda stopped them, saying that there was no clue in any fragment to find Kinzo's homeland. The only way to solve the epitaph is to know Kinzo's homeland, Taiwan. This is how Yasu solved it, as Genji told her about Taiwan. The epitaph is not a riddle; it is actually a desperate request from Kinzo to Genji to see his daughter one last time before he died. Kinzo regretted what he had done to Beatrice 2 and every day he prayed to see her one last time so he could apologize for his sins. One day, his wish was granted, and a new servant started working for him. Although the servant disguised himself as a young man, Kinzo recognized his daughter's features and finally realized his wish.

Kinzo was afraid that he was not worthy of apologizing, that his sin was too great for him to speak. He realized that Genji had saved his daughter and hid her from him because he believed that he would commit the same sin again. Kinzo understood this and decided to ask Genji's permission in the most serious way possible by betting everything he had and writing the epitaph.

¹⁷i already say it 4 or 5 times in this chapter but cmon

The epitaph was written only for Genji, as only he knew about Taiwan. Kinzo donated all his possessions and the right of inheritance just to talk to Yasu one more time. Genji accepted Kinzo's apology and allowed Yasu to solve the epitaph. I think the reader can now give a meaning to many meta-scenes with Kinzo but now it's time to get back to the solution.

Erika was able to solve the riddle, so the only solution was to know the answer from the beginning. Yasu was the only person who could know it, so Erika is Yasu, Erika is Kanon¹⁸. However, the reader objects with two main arguments: one, Eva solved the epigraph in the game, and two, the siblings solved it in the truth of Bernkastel. For Eva argument, I already explained in chapter 3 solution, regarding the second argument... >unironically trusting Bernkastle KEK.

7.3.5 The servants

One curious fact that should have made many Umineko readers doubtful is the servants' strange tendency to confirm every bullshit said by Erika. The Family conference was a chess game orchestrated by Natsuhi to conceal Kinzo's death. Natsuhi had paid all the servants, including Nanjo, to agree with any false statements she made. The interesting event took place during Natsuhi's requiem, when Erika started to accuse her of committing the murders. As evidence, she used Natsuhi's diary which contained all of Natsuhi's repressed frustrations. Erika twisted these understandable fantasies into Natsuhi's actual motives and, to increase her credibility, Erika asked the servants for confirmation. However, the same servants who were paid by Natsuhi to agree with everything she said, now agreed with all of Erika's false claims against their employer. The betrayal of Kumasawa and Nanjo in favor of Erika, a stranger they met just the night before, can be explained by the possibility that Erika was their true employer. As we know, they were accomplices of Kanon in every game. The only missing accomplice is Genji, who died quickly, but his guilt can be confirmed by the fact that he lied to Krauss, claiming he had called the police about Erika's shipwreck. However, as we learn in the tips of Chapter 6, Erika's family did not receive any news about their daughter after the shipwreck. So, why would Genji lie for a stranger he had only met 5 minutes earlier? This was obviously part of the plan to validate Erika's false identity.

7.3.6 The battle of Kinzo's studio

One of the most memorable scenes in Umineko is the duel between Battler and Erika in Kinzo's study about the disappearance of Kinzo. In the end, Battler won by proving that Kinzo could have escaped through the window. However, there's something suspicious about this solution that points to Erika being Kanon. Before reaching the study, the survivors were discussing the first twilight until Erika insisted on leaving the crime scene without an inspection. This was clearly to give George time to leave the room with the victims. Upon reaching the study, Erika sent half of the people to break the window of the study. If she was truly the detective, she would have gone with them to investigate because they can lie about

¹⁸also knew that a riddle discovered 5 minutes ago was not present in any newspaper

whether the window was closed or not. The sealed window is the most important part of this story. According to the outcome of the duel, the window was never sealed. However, Cornelia confirmed in a later scene that the red truth about the sealed window existed but Lambda removed it before Cornelia could use it. The solution is simple. Since the red truth about the sealed window originally existed, Erika put it there. However, for some reason, she decided not to use it. The reason is that Battler had actually found a way for Kinzo to escape, and instead of denying it, Erika used it as a way to humiliate Natsuhi even more by accusing Natsuhi of having a sexual relationship with a still-alive Kinzo.

7.3.7 The worst detective ever

Erika is widely considered as an arrogant character who only thinks highly of Agatha Christie's mysteries and considers herself the best detective. However, in reality, Erika's detective skills are lacking. Every reader is familiar with the typical mystery genre cliché of a detective who arrives at the crime scene first, examines it objectively, and doesn't suspect anyone without evidence. Erika, on the other hand, always arrives last at the crime scene, fails to examine it, and only suspects Natsuhi without any proof. Erika often uses the term "3rd category mystery" to criticize poorly written mysteries. However, her own abilities as a detective can be considered as a "10000th category mystery" because she is, in all honesty, the worst detective ever... or perhaps, the best culprit in history. Before the murders, Erika gave alibis to everyone except Natsuhi and then left her post guarding the guest house for an hour to talk with Nanjo about mysteries. She automatically concludes that Natsuhi is the culprit because she was the only one without an alibi during that hour. If the reader thinks that leaving for an hour is not a mistake for someone who spent the whole night stalking Battler, it is not advisable to bet in the stock market or have a job with responsibilities. The best example of Erika's lack of intelligence is the first twilight. She was the last to arrive at the crime scene, even though she was sleeping next door, and provided the excuse of the seals. The real issue is her behavior once inside. Erika's favorite book is by Agatha Christie, where the murderer faked his death with the help of an accomplice doctor by using a fake neck wound. When she saw five bodies with neck injuries, she wanted to inspect them¹⁹, despite Battler trying to stop her out of respect for the dead, so Erika used her authority as the detective to push him against the wall, declaring that she had the power and the right to inspect the bodies. However, she ended up trusting the doctor's opinion, didn't check a single body and convinced everyone to leave and check Kinzo's room instead²⁰. This scene highlights Erika's lack of logic and intelligence. She contradicts herself and proves to be the dumbest detective ever by failing to make even a single logical connection. Shkanontrice only attributes Erika's actions to her being «dumb», which is a CRINGE explanation for a mystery. The theory that Erika is the mastermind brings back the dignity of the mystery and the characters that Shkanontrice disregards by calling them

¹⁹well the bodies were covered but for some reason she knew their cause of death even if no one spoke about it so she wanted to inspect them

²⁰Imagine being punched by a robber because he wants to steal your purse but after beating you he leave without taking it

dumb. Erika betrays her role in various ways, such as not checking if someone was hiding inside Hideyoshi's closed room²¹, failing to consider any other solutions besides Natsuhi being the culprit and waiting for Natsuhi in the corridor instead of her room, as if she already knew she wasn't there.

7.3.8 The missing role of Kanon

One of the biggest contradictions in Shkanontrice is evident in the game where Erika saw both Kanon and Shannon together in various scenes. She even spoke to both of them in the same moment and united everyone in the same room for Natsuhi's requiem, yet for Erika, no one was missing. Naturally there is all an illusion of Battler was already denied but it's funny, Shkanontrice literally committed Sudoku since the detective never seen Shannon and Kanon together is their only argument during the first 4 games, a solution that kills his own theory...what else can someone expected from Shkanontrice.

A SOLUTION WITHOUT LOVE

Of course the smart observant reader has discover a big contradiction in my words, if Erika saw Shannon and Kanon together then this means Kanon cannot be Erika. A great argument and explaining it will be the purpose of this part of my manifesto. The solution is very simple but at the same time difficult to understand so i will do my best to let you dear reader hear this symphony of logic called Erikantrice

Erika saw Kanon inside her own heead

I must remind you of Bernkastel's words in the fifth game. Bernkastel believes that detectives have a special power called the "dimension of thought." Have you ever seen a detective who stops time while thinking or recreates a crime scene in his head for further inspection? But the best example is in a good video game called «*Sherlock Holmes year 0*», where the detective sees an imaginary friend called Watson who help him to think. These are all part of the mystery cliches who define this power and in this dimension, Erika can see and talk with Kanon. The most important piece of evidence is the fact that Kanon didn't exist on the island during episode 5, practically, no one was able to perceive Kanon during the entire game, so de facto Kanon didn't exist in ep5. Let's start from the beginning. During the relatives' arrival on Rokkenjima, many people talked to Kanon, but when Erika arrived at the mansion parlor, no one talked to Kanon until the end of the game, except for one person:

ERIKA

One of the most noticeable moments occurred before the start of the game. Gohda ordered Kanon to serve tea to the parents, but when Erika entered the room, Gohda was doing it while Kanon was frozen in a corner of the room doing nothing. Despite Gohda's famous tendency to use Kanon as a lackey, every menial

²¹clearly doing the cliché stop before finding out who is hiding

job in the other games that Kanon was forced to do was now being done by Gohda in the fifth game. Kanon's joblessness is insignificant when compared to the fact that his existence is ignored by everyone. Every time Kanon tries to speak, he is completely ignored by others except for the narrator, who always makes a comment about Kanon's statements to hide the truth. For example, during a conversation about how to open Kinzo's study window, Kanon comments that there isn't a ladder long enough to do it, but five seconds later, Gohda contradicts him by telling everyone that there is a ladder long enough in the boiler room. The narrator comments on Kanon's words, but no one cares about or even bothers to reply to him. Erika is the only one who speaks with Kanon, but these conversations are all in her head. In one scene, Erika is talking with Kanon until Kyrie puts her hand on Erika and asks if she's listening, like Erika's mind was in another world. People see Erika speaking with Kanon, but they believe she's talking to herself.

The Point of View of Battler

Before we finish, let's explain what is meant by Battler's point of view (POV) and how it actually works. Of course, Battler cannot see everything with his POV as Shkanontrice says, but only under certain conditions. In the game, Battler saw only two illusions: Kanon at the beginning of the game and Kinzo during the resolution of the epitaph. Before seeing both Kanon and Kinzo, Battler announced his POV by saying "I am looking." So, in order to see an illusion from Battler's POV, the reader must be aware of it to avoid insulting him. The other feature is that Battler's POV can only exist if Erika is not looking. In both cases, Erika was turned in the opposite direction to Battler, and as we can see in the visual novel, Kinzo's illusion vanished the very moment Erika turned towards Battler.

In conclusion, I have provided some reasons and rules for Battler's POV, completely eliminating the possibility that the entire game is an illusion of Battler.

7.3.9 The letter

A quick update for my dear reader. After finding the gold, the parents held a conference. During the conference, people in the room heard a knock on the door at 24 PM. Upon opening the door, they found no one but a letter written by Beatrice declaring Battler as the new successor. Shkanontrice says that since Krauss and Natsuhi were outside, the parents inside could have lied about finding the letter to increase Battler's position as the new heir. This solution is valid even in Erikantrice since Erika and Eva had an agreement against Natsuhi. However, I want to find a real mystery solution, given the many red truths. Even if Erika was outside the mansion as Kanon, she could have entered the inside. A simple solution is that Kanon knocked from inside. He was closest to the door, so it wouldn't seem strange if the others found him turned around after they opened the door. Then he pretended to find the letter he had hidden on himself. However, if I recall correctly, there were more than one knock, so this solution may be incorrect.

Let's analyze some red truthsh:

- *knock refers to the action of standing directly in front of a door and hitting it with a hand*
- *at 24:00, excepting Krauss, Natsuhi, and Genji in the second floor corridor and all of the people in the dining hall, no Humans existed inside the mansion.*

These two red truths will solve all the tricks. Every knocking sound can be produced by any door. So if the clock's hour was changed by even five minutes, Genji could have gone to the first floor and knocked on any door near the dining room. Then, Kanon could have opened the door and pretended to find the letter he had on himself. So simple, so perfect, only thanks to this red truth that confirms any door can produce a knocking sound. If the reader is still skeptical, I can just use "the parents lied" since it works without a problem.

7.3.10 The red truths of Bernkastel

We have finally reached the final part of this chapter, and to conclude, we will talk about the biggest clue Ryukishi put in Umineko to make us understand that Erika is Kanon. Before we start, let's define what a red truth is. It's a statement that is always true in a certain game world. We can define it as an axiom in mathematics, but there are some serious limitations. Firstly, the red truth must not lie or it will cause a logic error. Secondly, only the game master can create it. Why can only the game master create a red truth? Simply because he created the game world, so he must know everything about it. However, in the 5th game, Dlanor explained that the detective can also create red truths, but only if he has evidence. For example, if the detective uses a seal on a door, then not even the game master can open it, because it would violate the concept of the objective POV of the detective. Therefore, the game master can change any truth that has not yet been shown to the player through the detective. In the 5th game, we see that Erika, thanks to her seals, sight, and authority as a detective, created many red truths used by Bernkastel in the meta-world against Beatrice. This is what I want to talk about. During the trial against Natsuhi, we clearly see Bernkastel using Erika's statements as red truths against Beatrice, or at least that was the case in the beginning. Gradually, Bernkastel started to ignore what Erika saw as a detective and started to use red truths about things that Erika shouldn't have seen, for example, Krauss's death after the phone call. Only the culprit could have known how and when Krauss died, since his body was missing. How did Bernkastel, who is not the game master, not control the culprit as a pawn, but most importantly, not know anything about Yasu's truth, use that red truth? I think the reader has in mind the sentence that Bern used to explain this fact as a solution:

I AM A WITCH LOL

Bern's justification is merely being a witch, allowing her to say anything she wants in red. However, this directly contradicts the concept of the game itself, as she is not the gamemaster and cannot change Lambda's game by stating a red truth. While the counterargument is weak, Ryukishi himself has helped in revealing the truth behind Bern's red truths. Battler joined the trial to defend Beatrice and Natsuhi, but was not successful. Before losing completely, he used his trump card, the red truth *Natsuhi is not the culprit*, but it was immediately rejected by Dlanor who stated there was no evidence to support it, thereby violating Knox's rules. There is a major issue, the red truth was not created by Battler, a human, but given to him by Virgilia, a witch. Virgilia also stated that this red truth would be his biggest clue. If both Virgilia and Bern are witches, then why was only Virgilia's truth rejected? Lambda's frustration was evident when the red truth was rejected. The clue that Virgilia gave to Battler was not the content of the red truth, but the reason why it would be rejected. If a red truth needs supporting evidence to be accepted, then even Bern's red truths must have it. If the red truth that Krauss died after the call was accepted, it means that Erika was present at the time of his death, making her the culprit.

Chapter 8

Dawn of the golden witch

8.1 Introduction

The sixth chapter of Umineko, called "Dawn of the Golden Witch," is the true final chapter of this manifesto. This journey we have taken together, dear reader, has been unique, I am truly grateful for you taking the time to read my work with full of all the love I have for Umineko. So, welcome to the last chapter of my manifesto, there may be bonus parts, but this is the end of the mystery's explanation, and we will finish beautifully. Thanks to the sixth chapter, Shkanontrice became the solution to Umineko, cmon how can someone rejects the duel between Kanon and Shannon? To be honest, I love the idea of Shkanontrice, the three cousins falling in love with the same person is beautiful to see. The problem with Shkanontrice, as I have mentioned many times, is that no matter how cool a solution may seem, it must respect the mystery and the love the writer put into it. Shkanontrice does not respect the mystery, if Ryukishi had wanted to use Kanon = Shannon, he would have created a great mystery by using this trick, not the one found in Shkanontrice. This means accepting that even with the best ideas, Ryukishi can only create mediocrity, and I will not accept that the genius who wrote Umineko can be called mediocre. Erikantrice was created to restore dignity to this story and its author, Umineko teaches us that the bond between reader and writer must be sacred, and Erikantrice restores this relationship by eliminating any insults to the reader in the solution.

Before I begin my explanation, I would like to share with you how I discovered my theory.

8.1.1 Erikantrice Begins

My manifesto wasn't created overnight, but instead, it was the result of a long process where I gradually uncovered the truth through reflection and rereading Umineko. It all began when I finished reading Umineko for the first time. At that time, I believed that the solution was Shkanontrice because Shannon=Kanon seemed to be the only way to explain the Duel. However, I still had doubts about how to explain the rest of the games with this theory. So, I started researching online and discovered the Umineko manga.

Thank you, thank you so much to whoever wrote this manga

If it weren't for your disregard of Umineko's story and your complete disregard for a logical solution, I may have accepted Shkanontrice as the solution. But thanks to you, Shkanontrice lost all credibility for me and I came to understand that it was nonsense. From the very first chapter, I knew that Kanon was Beatrice. How could such a beautiful girl be a man? This is a classic "tomboy" cliché from Victorian novels where a male character who looks like a woman is actually a woman. From that moment, I thought that Kanon was pretending to be a man in order to commit his crimes¹, If Kanon was the culprit, then Genji, Nanjo, and Kumasawa must have been accomplices since they helped fake Kanon's death during Episode 1, but not the culprits thanks the red truth «*Genji, Kumasawa, and Nanjo are not killers*». One of the parts I hated the most about the manga was the illogic of having different culprits with no set rule for their choice. So, I realized that having the same culprits for every game must be the solution. Thanks to Kanon and the servants, I got this great result, I didn't need to use an innocent person to cover the holes in my theory, I just needed logic. Unfortunately, with just Kanon, I could not explain the murder of George, Shannon, and Gohda in the second game. Willard, with his truth², confirmed that the murder was committed by one of the three people in the room. So, I had to add one of them as the culprit to my theory, and after considering the first red truth of the 7th game «*a servant can't be the culprit*» by exclusion the culprit is George. This discovery didn't surprise me much. I had always believed that George was strange³ but I couldn't find a motive for him. So, I searched on the internet and discovered a very famous theory: Rosatrice. This theory is full of nonsense, and I'm not afraid to say it, except for George's part. Rosatrice helped me discover the true motive of George. At the heart of Erikantrice, there is a part of the love that Rosatrice-anon used to create his theory. With George, I finally had a perfect theory that explained all six games and, with the addition of Yasu = Ikuko⁴ I could also explain the reality, so I completed the George's theory. Unfortunately, despite always winning discussions about the first part of Umineko, there was always a Chiru argument that destroyed my theory «*Even if do you join us that's make 17 humans*», my perfect theory could not explain Erika. All the work I had done had been destroyed by a single sentence and so for 2 years I abandoned umineko. Two years later, I reread my favorite part of Umineko, the tea party of the first chapter. For me, it has always been a sensational scene. Battler saw a witch in front of him, but he didn't stop thinking because he knew that a real truth existed. After rereading it, I started posting my George theory again and, finally, after a discussion with an anon /jp/, I found the truth - the sweet, bitter, crazy, incredible, and beautiful truth that turned my George theory into the Truth:

Erika=Kanon, Erikantrice was born

¹I solved umineko in the first chapter, I know I'm too OP

²Earth to earth. ...No one would dispute that a coffin is a closed room.

³too much dialogues about kill everyone and be hated by women

⁴from the first moment I saw Ikuko, I understood that she was Beatrice

8.2 The Solution

The 6th chapter introduces us to a new game master, Battler, who proves to be a weak detective but also a terrible writer. Battler tries to create a fake crime in order to achieve a happy ending⁵, but he fails to realize that Erika is the real culprit. This made Erika free to act and turn Battler's CSI:Miami episode into a real mystery. Most of the clues in this chapter are outside the mystery, they provide an explanation for many meta-concepts that helped me build a theory. The structure of the chapter is similar to the previous one, with a brief solution of the simple mystery and Erika=Kanon clues. However, before I present my solution, I need to explain a really important concept

8.2.1 The concept of witch - The definition of Beatrice

«What is a witch?»

Witches are the physical representation of the unions of Legends, stories, and rumors created by humans to explain strange events. When humans cannot explain something, they create rumors that eventually become a single, commonly-held story. This is how vampires, ghosts, and other mythical creatures were born. The example of Beatrice is a crucial one in understanding this concept. The island of Rokkenjima has always been known as a cursed place due to its shipwrecks, to explain these incidents the inhabitants created a legend about demons. However, when Kinzo bought the island and rumors about his blonde lover began to spread, these two stories merged into one, and the island became cursed because of a blonde witch who lived in the forest. The various servants who served Kinzo on the island began to blame this witch for all strange occurrences, which added to the mischievous personality of the witch. The story of the witch continued to morph and change based on popular belief. So, we can understand why Battler was unable to revive Beatrice. The Beatrice in the meta-world was not solely created from a combination of stories, but as Bern stated in the first chapter of Umineko, she is the union of the rules of the game... but

The rules of the 5th and 6th games were different thanks Erika

As explained by the Twin Beatrices, Kanon misused Beatrice's name to carry out evil acts against other servants, changing her reputation from a trickster witch to an evil one. To sum up, if Yasu's story changes, such as in Lion's world, then Beatrice will change as well. In the first four games, Beatrice is portrayed as evil because Yasu is heavily influenced by Battler's betrayal. However, in Episode 5, the target is no longer Battler and Beatrice is no longer the villain but instead an ally of the Ushiromiya family. This is also the case in Episode 6, where Twin Beatrices appears, but not the original. All of this can be explained by a different outcome in Yasu's life, where instead of believing in Battler and a magic ending, she rationalized the situation and accepted the harsh truth. In a world where Yasu

⁵so original when was the last time an Umineko game had a fake deaths crime

chose the trick ending, she would never have stayed on Rokkenjima for long, and her anger would have been directed towards the woman who ruined her chance for a good life as the heir of the family, Natsuhi. To give a real-life counterpart to all meta-scenes, I need to give a definition to all the witches. Unlike Meta-Beatrice, all other witches are unions of stories:

Game-Beatrice

The Union of the old demon legend of Rokkenjima with the story about Kinzo's lover plus the Yasu's horror stories to scare those who didn't pay respect to Beatrice.

Virgilia

The Union of the old demon legend of Rokkenjima with the story about Kinzo's lover when was Kumasawa who used Beatrice's name to cover her pranks.

Evatrice

Since Eva was the only 1 who left the island alive, people created stories about her being the culprit of that tragedy, their union formed her.

Bernkastel

People get tired of Eva is the culprit and when Rudolf's dirty affairs were discovered by Police, people started to create stories with Battler's family as culprits, these stories created Bernkastel⁶.

Lambdadelta

The Union of the stories about the user of witch hunter internet forum who challenge Ikuko with Higurashi, Later she became friend of Ikuko and help her with Battler.

Featherine

The union of the stories about the author of the mysteries in bottle, Ikuko's personality with people who are not Battler.

The real game

A final step before the solution, i will now explain what is Umineko story in the real world. I am tempted to explain the entire story of Battler and Beatrice, but to stay on topic, I'll skip to the end of the tragedy. Battler and Beatrice both survived the fateful night on the island and escaped on a boat, just like Kinzo and Castiglioni. Beatrice, also known as Yasu, felt guilty for the tragedy and attempted to take her own life by jumping off the boat. However, Battler, who had been waiting six years to see her again, jumped off to save her⁷. In the end, both Battler and Yasu were saved by Nanjo Jr, but their situations were different. Yasu was unscathed, while Battler was in a coma. Filled with guilt once again, Yasu took

⁶This explain why she was so obsessed with Ange and wanted to ruin her life, the reason why Ange was bullied was this theory

⁷The same thing Kinzo did with Castiglioni also was a Nanjo who saved them too

on a new identity as Ikuko and started a writing career to support Battler's care and recovery. Years passed, but eventually Battler woke up with no memory of his past. Yasu, as Ikuko, presented herself to Battler and convinced him to let her help him regain his memories. She tried various therapies, but nothing worked until one day, Battler came in contact with something that triggered a memory about the mystery of Rokkenjima. Realizing there was still hope for Battler to recover his memories, Yasu, as Ikuko, began writing a mystery about the tragedy on Rokkenjima, her last hope to make him remember. She challenged him to solve the mystery and this was the beginning of the story of *Umineko no naku koro ni*. Every meta scene in the duel between Battler and Beatrice represents Ikuko's desperate attempt to make Battler remember. With this as the foundation, any reader can find a real-life counterpart for every meta-scene in *Umineko*, now let's start with the solution.

8.2.2 The logic Error

The mystery in this game is not conventional, let's delve deeper into the situation. Battler staged a fake crime as a joke on Erika, but she trapped all the remaining individuals in two sealed rooms, killed those who pretended to be dead, and locked herself in Battler's room to catch him. The reader should have doubts about this situation; a detective appearing out of nowhere and committing five murders while trying to blame Battler seems strange. However, for those who have read *Umineko*, it is not strange as the author, Ryukishi, was skilled in merging meta-scenes with game scenes. Readers never find it strange because Meta-Erika's goal was to trap Battler in a logic error, so where is the problem is Game-Erika wanted the same?⁸

Let's discuss the logic error, it is a situation in which the author makes a mistake in the writing of the game that cannot be logically solved. This is the most serious sin that can be committed and results in automatic defeat. In the meta-world, Erika used this strategy to win. Instead of solving the easy mystery created by Battler, which even a typical CSI viewer could solve, Erika trapped Battler in his room. Naively, Battler declared with the red truth that he was out of the room, not realizing that none of the other five fake corpses could have taken his place because Erika had already killed them, so Battler was out when he couldn't be out.

LOGIC ERROR

The Problem is very simple, Meta-Erika and game-Erika are two different Erika in two different worlds. Characters in different games don't understand what's happening outside their world, so Game-Erika doesn't know anything about witches or the game against Battler, so she has no reason to trap Battler in that room. If Erika killed five people and then tried to trap Battler, she must have her own not meta reason. It's not a mystery otherwise. Shkanontrice says that it doesn't matter because the author is different, so you can have all the meta you want, and also Episode 6 is not a mystery. I don't know how I can deny that something is not a mystery, so I will just show that I solve Episode 6 as a mystery.

⁸at this point i except from the reader to understand where is the problem

8.2.3 Shkanontrice's solution

Since both Battler and Erika confessed, the 6th mystery can be summarized as just one problem: the logic error, or how Battler was able to escape from the guest room despite all the other people being locked in or killed. Only two theories could explain this fact: Shkanontrice and Erikantrice. As usual, we will start with the first one. Shkanontrice solves the logic error by using Shannon=Kanon. The seal on the next room over window was not confirmed with red, so Shannon could escape through the window by changing swapping to Kanon. However, Shannon had no knowledge of what was happening outside the room. Yet she decided to help Battler for no apparent reason. According to the previous section, Shkanontrice admits that Shannon was aware of the logic error and all the meta scenes, which is why she decided to help. But this admission undermines the argument that the sixth chapter is a mystery. The duel between Battler and Erika becomes meaningless if Battler is locked in a logic error that is not a mystery. Shkanontrice is once again forced to ignore the emotions of the characters to make her theory valid. If it is suggested that Shannon could have followed Erika, it must be remembered that Erika told Hideyoshi and Rudolf about her suspicions regarding the servants, and Hideyoshi confirmed that he would shoot anyone who tried to leave the room. Thus, Shannon could not have escaped alive. If Hideyoshi is an accomplice, then everyone is a culprit again, which is the third time in a row and cannot be ignored. Unfortunately, ep6 is not a mystery so all these points are not valid for Shkanontrice, so let's continue to explain.

Shkanontrice's closet

After Shkanon saved Battler, he locked himself in the closet, but when Erika opened it, she saw nothing. Shkanon's body had disappeared. As the detective, she cannot be fooled by illusions, and if Shkanon saved Battler, his body should have been there⁹. To counter this problem, Shkanontrice has 2 theories:

- Kanon becomes Beatrice or Yasu, these 2 are not characters of the game so Erika cannot see them.
- Kanon becomes Shannon, Erika saw Shannon's body but didn't understand the truth so she surrendered.

The first explanation is absurd because Battler in the fourth game saw Beatrice after both the Kanon and Shannon personalities were dead. This also violates «*Knox 2nd: It is forbidden for supernatural agencies to be employed as a detective technique*» therefore Erika would have no trouble seeing a body in the closet. The second explanation is described as «*CRINGE*». Shannon was one of the five people who could have escaped the room and taken Battler's place. For Erika to figure out that one of these people was actually Kanon wouldn't have been difficult, as she stated in this blue truth:

So, if Kanon really was in this room, it would be impossible for him to escape! In other words, Kanon was not in that room at the time it was sealed!! The name

⁹I will explain later why Erika is the detective

'Kanon' is an alias. His real name is still unknown! If his real name happens to be the same as anyone in the next room over, that wouldn't contradict the check on who was in that room. In other words, it's possible for him to be in the next room over, not the cousin room.

Erika had guessed that Kanon was in the same room as Shannon and that Kanon could be someone else's name. If she had found Shannon's body, she would have understood the truth. The problems don't end there, as this argument will create two more that can be used to challenge Shkanontrice.

The Window

Shannon¹⁰ was able to escape through the window because there was no red truth confirming that it was sealed during the logic error. But what if I told you that a red truth about the window being sealed does exist? Before the wedding, Dlanor and Gaap had a discussion about the closed room, and Gaap proposed a really interesting idea:

Battler's rescuer may have gone out of the window since no red truth confirmed the seal on it remained intact during the logic error, this rescuer can be Kanon.

After hearing the name Kanon, Dlanor burst out laughing¹¹, but it was not a laugh of mockery, instead it was more like «*if only you knew how bad things really are*», then, she composed herself and decided to pronounce a red truth that confirmed the window was sealed, we heard the music of the red truth and even the red animation red but before she could pronounce it, she was called back by Erika. The window's status remained uncertain until Erika denied that it was sealed. After that, we hear a broken mirror sound and an animation of a red screen broking like a mirrow, which really made me doubt. The reader should remember a similarity to the 5th game, a red truth about a window that is not used. As I explained in the previous chapter, Erika chose not to use that red truth for convenience. Beatrice had confirmed with the red truth that Kanon had gone to save Battler, meaning he was out of the closed room. Erika needed a way for him to escape, and the only two alternatives were to create a way to escape from the room or that Kanon was the only person, except battler, outside at that moment. As I explained before, Erika cannot be aware of being Kanon, or it would mean denying her own existence. So, since the only person outside was herself, the only solution left was Erika = Kanon. Therefore, Erika's brain destroyed the red truth that the window was closed to maintain her own illusion. The red truth existed, and Erika chose to destroy it to find a solution to Kanon's disappearance. If this red truth existed, no one could have escaped to save Battler, making the solution of Shkanontrice wrong. Sadly, this is not proof, as Dlanor's broken red truth could be anything. I just think that the red truth «*the window is sealed*» fits better with the events.

¹⁰according to Shkanontrice

¹¹Based Erikantrice chad

5 people

The last argument against Shkanontrice is that his solution is not unique. Shannon went out the window, but George, Kumasawa, Hideyoshi, and Nanjo could have also gone out to save Battler. Beatrice said the rescuer was Kanon, but it doesn't matter. Battler was trapped in the logic error for 1000 years and never thought that the window seal could have been removed and that one of those five people could have saved him? To believe that Battler couldn't have figured it out is irrational, therefore, for Battler, the solution of someone else saving him through the window was impossible. This is because there was a red truth, as previously explained, that forced the window to be sealed.

8.2.4 Erikantrice's solution

Erikantrice represents the epitome of logic. However, I now face the greatest challenge: explaining how Kanon was able to escape from a sealed room without a window, while also giving a reason for Erika's decision to kill five people and explain Kanon's disappearance from the closet. The reader probably already knows the solution¹², but I aim to make you understand the difficulty I faced in reaching this conclusion. The theory comes from the information presented in Umineko. Let's begin by addressing how Kanon escaped from the sealed room. Erika, after locking all the survivors in two rooms, asked Battler for confirmation with a red truth, but in a very peculiar manner. This question, which I will report below, will completely shatter any future theories about Erika.

*[Request: 'Hideyoshi, George, Shannon, Kumasawa, and Nanjo are in the next room over!'] Acknowledged and [Request: Everyone else is in the Cousin room]¹³
Acknowledge that everyone else is in the cousin room.*

It's pretty strange as a red truth, isn't it? In the first case, Erika asked for the names, but in the second one, she generalized. Why didn't she ask for the names? If she had, she would have understood Kanon's true position and won the game. This red truth may have made sense to Battler in order to cover Kanon=Shannon, but instead it was Erika who said it and Battler was very surprised of this change. So, Battler was ready to reveal the names of the people in the room. If Shkanontrice was true, Battler would have told Erika that Shannon is Kanon. In short, Erika forced Battler to change his red truths in order to conceal Kanon's absence from the room. How will Erikantrice explain this strange fact? As always with

LOVE

The reader should remember that Game-Erika knows her real identity, while Meta-Erika is unaware of being Kanon. So, if Erika had asked for the names of the second room, Battler could not have confirmed Kanon's presence, leading Erika to discover the truth about herself. Thus, unconsciously, she defends herself by making the red truth vague.

¹²as this manifesto is called Erikantrice

¹³Resume of their discussion to save space

Let's move on to the second point: why did Erika kill 5 people? Because her plan was to accuse Battler of committing those murders, as she did with Natsuhi during the 5th game. Finally, we come to the last point: How did Kanon disappear from the closet? He simply hid in the only place Erika couldn't see...

«*Inside herself*».

Erika=Kanon is the pure essence of Umineko's love. Dear reader, we are not going to stop here with Erika=Kanon, we are going to give sense to every single part of this game. We are going to do something no one has ever done before...we are going to solve the 6th chapter as a mystery.

Erikantrice's closet

During dinner, Erika acted in a way that caused the family to dislike her, with the aim of making them cooperate in a fake crime to humiliate her. This was done under George's advice. Battler had doubts, but eventually agreed after Erika bullied Maria with a candy trick. The six people – Battler, Maria, Rosa, Natsuhi, Eva, and Kyrie – pretended to be dead in six locked rooms, causing panic. Erika took advantage of the situation and proclaimed herself the leader of the group, convincing everyone to lock themselves in two rooms. Then, Erika killed the five people who were pretending to be dead, before going to Battler's room to accuse him of the murders. When Erika entered the room and opened the door to the bathroom, she was hit with a jet of boiling water, which allowed Kanon to take control of her body. Kanon let Battler escape and regained control of Erika. After opening the closet and finding it empty, Erika's brain exploded.¹⁴

Problems

Of course the reader will have doubts if my solution respects the red truth but there is no need to worry, now I will answer the objections that someone can make to my theory.

Of course. Three people—in other words, three bodies—went in or out, if Erika is Kanon then only 2 bodies, Battler and Erikanon, went it or out, Italianon you are a looser hahahahahahahahahahaha

Dear Mr reader you underestimate my intellect. To solve this point, I will remind you how Erika killed the five victims «by cutting off their heads». Then, she made a strange comment about a bag in the kitchen that could carry corpses without leaving any blood stains. As usual, I, Italianon, take these small details and use them to transcend the limits of logic. If, and by if I mean of course, Erika put one of the five victim heads, for example Kyrie's, in the bag and placed it inside the room, then the body count would increase by one. Whether it's the head or the whole body doesn't matter. Erika could have done it. I only use the head as

¹⁴Another solution provided by an anon is that Erika's plan was to disappear by fix the chain from the outside, making it appear as if she disappeared from a locked room, thereby creating a perfect mystery.

it aligns more with the fegatellis. If Erika found Kyrie's head in the closed room, the woman who couldn't have saved Battler, as she stated, would be a great twist, or what is commonly referred to as Uber-Kino. Using Kyrie's head also explains many things, including the blood found in the bathtub. Erika cannot see lies, so the bathtub must be the place where she opened the bag with the head." If you are asking why Game-Erika would put Kyrie in the room, the answer is simple: to accuse Battler of her murder. Kyrie's head does not need to be inside the closet, I simply want the most aesthetic solution possible.

Only you and Kanon entered, and only Battler left. ahahahahahahha It's over Italianon Kyrie or any other victim never entered, are you crying?

Dear reader, have you forgotten who you are dealing with? I am the three-time world champion of mental gymnastics, the Yuri Chechi of twisted logic. The Red Truth has a crucial flaw...the names. **Kanon is dead** and **Shannon is dead**, red truths of the 3rd game, LMAO Shkanontrice BTFO how her will ever recover? We all know that these two Red Truths refer to personalities, not to the physical person who possesses them. The biggest flaw of the red truth is that it is unclear whether a name refers to a body or a personality. This leaves room for the game master to manipulate and deceive the reader. Beatrice used this trick to drive Battler crazy in the first four games, and during the resolution of the logic error, to make Erika believe she was a real person. So, the Red Truth can be translated to mean that only Erika's personality and Kanon's personality entered, and only Battler's personality left. A corpse has no personality, so it can enter without any issues.

3 bodies and 3 personalities were in that room:

Battler's body - Battler's personality.

Erika's body - Erika's personality and Kanon's Personality.

Kyrie's head - Dead so 0 personality.

Basically, Beatrice used two different Red Truths in sequence to trick Erika into believing that the names in the Red Truth were the names of the three bodies.

No is impossible... [Request: 'I am not the rescuer.'] Of course! You are the detective, are you not? Don't worry, I will respect that!, in no Erika ways could save Battle, surrend Italianon you can't deny everything

Accept it, dear reader. You cannot defeat me, as the truth is on my side. The definition of a rescuer in the red truth implies that Battler was the one who removed the chain, as a rescuer from the outside could not enter before removing it. But what if the rescuer was inside the room before the rescue? Then, he could have removed the chain from the inside without Battler ever touching it. Erika, as a different kind of rescuer, can save Battler without any issue.

8.2.5 The end of Erika

The conclusion of this section will delve into one of the saddest moments in Umineko: «*Erika's death*». It occurred at the end of her duel with Beatrice, when she opened the wardrobe and found it empty. Erika realized that if Kanon's body was missing, then there were only two possible solutions: either magic exists, or she is Kanon. Either way, Erika would be defeated, so she surrendered. The following moments were torturous for Erika, as the narrator described:

«*The toxin of her own concept being denied races through her*».

In other words, Erika's belief in her own reality was slowly being consumed by the harsh truth, confirming her identity as Erikantrice.

«*I am the witch of truth, furudo erika... the witch of truth... is the witch..who can withstand the truth... now... i can finally accept the real truth about myself* ».

Hope is the last thing to die but Erika is called the witch of truth because she can face the truth no matter how painful it is. There is no miracle that can bring Battler back, no effort, no matter how big, could cure her broken woman body, the pain of accepting a truth can transform 6 years of pain into 1000.¹⁵ Erika is the witch who faced the greatest pain with grace. In her final duel with Battler, she accepted her fate and gracefully faced the Harsh truth.

Erika: Hi, pleased to meet you! I am Furudo Erika, the detective !! I may be an uninvited guest, but please, welcome me !! I am the visitor, the 18th human on Rokkenjima !! in other words "I AM A HUMAN !!!" her last cry of hope.

Battler: "... Sorry, but ..." Even if you do join us- " "That makes 17 humans." " in other words "sorry Erika but you're just the fantasy of a shy girl who loved mystery books and dreamed of being a detective".

Erika died, without her the rules of the game returned normal and the true Beatrice resurrected¹⁶. Even if the solution of Shkanontrice states that the game is not a mystery the fact that a solution which considers Knox's and Dine's rules and solves the game as an official mystery exist disproves that argument according to the rules of Umineko. This is the conclusion of the first part of this chapter, from this point on I concentrated on further clues regarding Erika = Kanon and of course the duel.

¹⁵Have you ever experienced the feeling of finding out the truth about something or someone, of being betrayed, or of things not going as smoothly as they were presented to you? Despite the suffering, these experiences can make us stronger and more mature.

¹⁶if now you do not cry for Erika you have no heart, only those who have love could see this truth

8.3 Erika is Kanon

In this short section, I will present additional evidence that is not directly related to the mystery but will strengthen my theory.

8.3.1 The dinner

During dinner, people started solving the riddles in Maria's book. As I said earlier, this was all part of Erika's plan to irritate the parents and get them to join Battler's plan. The curious fact is that George was the one who brought up the riddles and always interrupted the discussion when he saw that Erika was overdoing it. To calm her, he started talking about chopsticks. How did George know that Erika liked chopsticks if he had only met her five minutes earlier? Even though George may not have been the killer¹⁷, he still supported Kanon. He created the plan for the fake murder case that Battler used to bait Erika.

8.3.2 The candy

The dinner discussion worked for the Ushiromiya women, but not for Battler. Erika first mocked the legend of the witch to give Battler an idea of how to theme the murders, then baited him by insulting Maria. This is another great clue that Erika is Kanon. When Maria challenged Erika about a magic trick performed with a candy by Beatrice, Erika replicated the trick perfectly, even surprising Maria. Maria doesn't recognize people by their appearance but by their behavior, and in that moment, Erika had behaved exactly like Beatrice.

8.3.3 Battler's duty as gamemaster

The 6th game would have been the final one. Battler's goal was to prove that he truly understood all the truth, so many scenes were created to give an explanation for unresolved mysteries. In the scenes featuring George, Battler used them to explain George's motive as the culprit. The story of George can be summarized as follows: he was an abused kid by his mother, who studied and trained every day without rest, making him a perfect person but eliminating any social skills and isolating him. That was until he met Shannon, the only girl who showed interest in him. George immediately fell in love with her in a strange way. Unfortunately, his lack of social skills caused him to believe in the NTR meme, thinking that the «evil gf thief» was a virgin mystery nerd guy named Battler¹⁸. George's jealousy led him to destroy Battler's letters, thinking they were for Shannon. He was the cause of everything, but Battler never forgot Yasu. For six years, he suffered the same pain as Yasu¹⁹. Once he got rid of Battler and started dating Shannon, he calmed down until he decided to marry her. He knew, however, that his mother would

¹⁷not sure at 100%

¹⁸Who literally never had a gf in his entire life, hates women who act like normie and read 1000 books at year

¹⁹but this is another story

not agree as class differences mattered, and love does not equal to marriage²⁰. In the duel between George and Eva, we finally understand what triggered George's murderous fury. Eva, in tears, said that if George married Shannon, she «would take care of Shannon». In other words, she threatened to kill Shannon if George married her. This left George with only three choices:

- *Left Shannon and lost the only reason he had to live then commit suicide.*
- *Try to marry Shannon, but ultimately, even if Eva isn't a killer, she could use her influence to sabotage him, and without his family's money, his dream of building a castle with Shannon would be impossible.*
- *Kill Eva... and everyone else in the island,*

Does these options sound familiar, reader? George was unable to kill Eva, as it would render his plan useless if discovered by the police. If only exist a tomboy with a bomb on an isolated island who can offer him 2 billion yen on a credit card to kill his mother. Does this story sound familiar, reader?

KINZO

George's story is a copy of his grandfather's story, we can define George as Kinzo's true heir. Kinzo was a puppet in the hands of his family and only became a man when he met Beatrice. In order not to lose her, he killed everyone on Rokkenjima. The Gaap's test is a choice that both George and Kinzo did for love²¹. To conclude the section, the scenes between Jessica and Kanon reveal the superficial nature of Kanon's love for Jessica, which was merely a way for him to forget Battler²². The scene with Kyrie in the duel was used by Battler to confirm her identity as his mother, while the scene with Rosa showed that Maria's real father had no connection to the mystery.

8.3.4 Erika is the detective

Erika's role as the detective during the Logic Error is due to the red truth:

«Hi, pleased to meet you! I am Furudo Erika, the detective !!
I may be an uninvited guest, but please, welcome me !!»

Italianon, you liar, the game was finished so it is not valid during the logic Error

«Insert SoyJack image for the comment above» Ok bitcher then look here:

«Request: 'I am not the rescuer.'] **Of course!** You are the detective, you are not?
Don't worry, I will respect that!»

No one falls for your tricks Italian-boy, you are the detective is not in red !!!

²⁰stated by Ikuko and FurFur, this is why Shannon can't love him

²¹Try to change the sprite of Kinzo with George in ep4 and enjoy

²²Jessica was the perfect woman for Battler, which is why Kanon chose her

1-bit Goat at it again, Holy shit, if Erika didn't denied this statement, it was true for her but I understand that there may be doubts so look this red truth:

"Furthermore, the chain lock was set at the same time I entered the room. No one could have left the room during the few seconds between the time I entered and the time I set the chain lock.."

No human can be sure of something at 100%. Only the detective can be certain. No matter how many times you divide 1, you will never reach 0. So, if Erika wasn't the detective, Battler could have escaped during the chain lock setting. Now, the definitive question arises: If Erika killed 5 people, how can she be the detective? This violates the Knox rules. I have several theories:

- *Beatrice is the representation of the rules, Battler wants to bring her back, but in the 5th game there was a change in the rules from the previous games of Beato. The original rules had an exception clause:*

*There was an exception clause in the original, but for this game **the detective isn't a culprit** has been proclaimed in red, so you don't need to consider the exception. (Referring to Knox's 7th)*

The red truth stated by Lambda clarifies that Knox's 7th rule was not part of the original structure of the first four games. This does not mean that the detective was the culprit in the first four games, but rather, it was a possibility left open by Beatrice in case Battler won and wanted to avenge his family by killing her. In short, if Battler wanted to recreate the original rules, he needed to remove this rule as well. When Erika proposed to stop being the detective, he simply lied to her, as a mystery can't exist without a detective. Detective's authority, even if one is the official detective, must be gained. Erika even if has the ability to kill and can't use the detective's power, meet the definition of a detective for Beatrice's original games.

- *Erika made the following statements about her victims using this red truth:*

« **I re-killed all of them** »

What the fuck re-killing a person mean?. Erika cut off the head of someone, but it is not specified who these persons are and when they are killed. It could be that Erika killed someone before arriving on the island, or after the logic error. Another solution is George may have killed the five people, and then Erika cut off their heads. Without inspecting the bodies, their status can't be determined, so cutting off their heads was the only way to confirm their deaths. However, since Erika didn't know their status before the cutting. If you cut someone's head without knowing if they are alive, there is a possibility that you have committed murder, so according to Devil's proof, this possibility cannot be denied. Both statements "Erika murdered 5 people" and "Erika didn't kill anyone" are valid at the same time.

- *Towards the end of the game, Battler gave the possibility of retroactively adding seals on the doors. Before this privilege, Erika had actually killed the five people. But after retroactively adding the seals, the person who killed the five people was changed from Erika to George.*

As you can see, there is a method X that allows Erika to be the detective during the logic error because the red truths confirm it²³. Erika being the detective explains why in this chapter, she never saw Kanon. In the 5th game, she was the only one who saw him because Kanon was in an alternative thinking dimension of the detective. But in this chapter, Erika lost her detective's authority, which is why she never encountered him not once during the 6th episode²⁴.

8.4 The Duel

Dear reader, you are reading the final part of my manifesto, where I will give my interpretation of the Duel between Kanon and Shannon, which is considered to be the strongest point of Shkanontrice by many. Although Shkanontrice interprets the scene perfectly, my solution, Erikantrice, tries to make sense of the various parts of the scene in order to reach a solution. At the heart of the duel is a special golden brooch that allows a servant to love. To give this brooch a real-world counterpart, I propose that it represents money - the only thing in this capitalist world that can make all dreams come true. Money allows us to do magics like allowing a servant to marry their master, accept same-gender lovers, or even treat a broken women body with hormone therapy. Money have the ability to make wishes come true, as we often hear from greedy relatives. So, this brooch can only represent one thing *«the credit card with 2 billion yen»* that caused so much conflict in Bern's truth. Beatrice gave this money to Shannon in the introduction of the second episode, which helped with clothes, food, and location for a great date. However, the money can only create the conditions to start a love story, the rest is up to you. Now, with all of this information, we can give a true interpretation to the duel. But first, let's examine the meaning of *«furniture»*.

8.4.1 A person who can't love

Shkanontrice says that a furniture is a personality of Yasu. As a result, Shannon and Kanon must compete to determine which of them can love, as they cannot both be alive at the same time. I reject this idea and instead declare that a furniture is someone who can't love. My interpretation also explains why Genji considers himself a furniture, I strongly disagree Genji is a personality of Yasu. I will now explain why Kanon, Shannon, and Genji cannot love:

²³The first 1 is the official in Erikantrice

²⁴After Erika was defeated, Battler criticized Beatrice's solution that some might think is not a mystery. If Shkanontrice were true, then the final trick is the same as all the other games, Shannon = Kanon, so why are there criticisms here and not in the other games? Instead, with Erikantrice, we can interpret Battler's phrase as: people might think *«the detective is the culprit»*, which, in all other cases, violates konx

Shannon

She cannot love George because he is from a different social class, and therefore, he wouldn't be accepted by Eva as George's spouse. Ikuko stated that a piece of furniture can come from a different social class, but fur fur argued that anyone who believes that social class doesn't matter in love is foolish.

Kanon

She cannot love Jessica because she is a woman, and she cannot love Battler because being an incest monster made her infertile and underdeveloped²⁵.

Genji

Genji aided Kinzo in raping his daughter, and the guilt made it impossible for him to love or, more simply, Genji loves Kinzo²⁶. This explains why he remained with Kinzo and protected him despite all the wrongs he committed. Kinzo loved Beatrice, and therefore, his love was unattainable²⁷.

8.4.2 The timeline of a dream called Love

In Shkanontrice, the duel was a battle of emotions in Yasu's mind to determine who was more important to her - Battler, George, or Jessica. It was George who emerged victorious, but this is a contradiction because Yasu committed the murders for Battler, implying that he was the most important person to her. In Erikantrice The duel served as a timeline to demonstrate the impact of the 2 billion yen card on 3 love stories. The relationship between Yasu and Battler was initially strong, but Battler's stubbornness and George's jealousy caused it to disintegrate. After Battler betrayed Yasu and the discovery of her broken body, Yasu created a new persona named Kanon and fell in love with Jessica, but this love was only a facade. In reality, Kanon never forgot about Battler and only loved Jessica because she was the ideal woman for Battler. When Kanon found out that Battler was returning to the island, Kanon abandoned Jessica and prepared for the crime. The final love story was between George and Shannon. Kanon gave George the brooch, hoping to give someone who suffered from unrequited love a chance to realize his feelings and also used this as an opportunity to gain assistance in the murders. This is why George won because in the end he obtained the 2 billion yen²⁸.

8.5 The end of Erikantrice

Dear reader, you have finally reached the end of Erikantrice's manifesto. It has been a long journey and I would like to express my gratitude for taking the time to read so much of this theory, born from my love for Umineko. I hope you have understood my arguments and that they have sparked a seed of doubt and

²⁵no tits , not in a vulgar way but for Yasu big tits mean something that Battler wants in a woman

²⁶Yes as Mr. Burns and Smithers

²⁷This also explains why Ronove, who is a meta-Genji, lust for Battler, who is a younger version of Kinzo

²⁸If you didn't noticed, Kanon voluntary lose the duel with Shannon

reignited your love for Umineko. After this chapter, there will be bonus sections on additional content not directly related to the mystery. This marks the end of my solution. I eagerly await your thoughts and opinions on my manifesto.

ARRIVEDERCI

Chapter 9

BONUS

In this chapter, I will discuss additional information about Umineko and various additional media from Ryukishi that can help validate my manifesto.

9.1 Bern's game

The Bernkastle game is a bonus game used by Ryukishi to mock the Shkanontrice supporters. To understand Bern's motive for this game, we need to consider her nature as the physical representation of Battler's family culprit theory. Her goal is to make people believe in her as the official solution to Umineko. She wants Battler and Beatrice to formulate a theory with the Battler's family as the culprits and then surrender, creating the illusion of being the real solution in order to humiliate Ange. Yes, reader, I can solve this game with Kanon and George as the culprits, as it is necessary for Bern's goal to make this game a real Umineko game. Let's start by listing the main red truths to solve the game:

All doors can only be locked or unlocked with a master key

Of course, it is possible to lock or unlock the doors from inside the room even without a master key

There are five master keys total. One is held by each of the five servants

The servants keep master keys on their person at all times, so it is impossible for them to be stolen, handed over, or used by any human other than themselves

Purple truth: all humans in the game can use it, not culprit case = red truth, culprit case = red truth if is not a lie, culprit: Someone who killed someone, only the culprit one can lie using the purple truth and a culprit can lie even before committing a murder

You're not allowed to have accomplices, that is to say people who help the culprit but they don't kill anyone

Now Let's start the solution by dividing it for chapters.

Eva,Hideyoshi,Kyrie,rudolf,Rosa and Genji

Kanon killed them all and then closed the door with the master key. Shkanontrice theory states: Kyrie and Rudolf killed everyone and then faked their deaths. Battler, as the accomplice, confirmed it.

Krauss and Natsuhi

List the purple truths:

All of us servants were together the whole time. said by Shannon

All of us servants can prove an alibi for all of the other servants. said by Kanon

Kanon killed them and closed their room with his masterkey. Kanon lied in his purple truth. He is not just a servant, but the head of the Ushiromiya family. The murder theory explained by Shkanontrice is that Rudolf was hiding in the room. This is possible, even if the idea of the culprit hiding in the room without being noticed is CRINGE. However, these purple truth tells to us something very interesting:

We put packing tape all over the outside of the doors and windows, sealing them!
Maria's truth

We made sure that no one would be able to enter or leave until the police arrived!
Jessica's truth

We also sealed the dining room in the same way. Battler's truth

We also sealed the mansion itself, and all of us took refuge in the guesthouse.
nanjo truth

Rudolf couldn't leave the room until the police arrived, but Kyrie could have left before the room was sealed. However, this raises the question of why the person who sealed the dining room didn't notice that two bodies were missing. Regardless, for Shkanontrice, the other murders could only have been committed by Kyrie and Battler.

Kanon and Shannon

Kanon killed Shannon, his personality, and destroyed the two master keys. According to to Shkanontrice,Batter killed Shkanon.

Gohda and Kumasawa

The four cousins and Doctor Nanjo couldn't have killed Gohda-san and Kumasawa-san. Jessica 's purple truth

But the guesthouse was still completely locked up. George truth

Both George and Battler could have aided Kanon and Kyrie in opening the guesthouse, making both Shkanontrice and Erikantrice viable theories.

Nanjo and Jessica

Everything is locked up perfectly, Maria's truth

In the first place, no one could kill Doctor Nanjo inside the guesthouse George's truth

Maria, Battler, George nii-san and I all couldn't have killed Doctor Nanjo, Jessica's truth

Simply put, this is proof that Doctor Nanjo didn't leave the guesthouse...! Battler's truth

Both George and Battler could have aided Kanon and Kyrie in opening the guesthouse, making both Shkanontrice and Erikantrice viable theories... the same solution twice? sorry reader but take this as a beta solution since must be some white text who change this fact. Both Kanon and Kyrie can kill Jessica once outside.

Battler and Maria

In Shkanontrice, Kyrie, Krauss, and Battler all appear together in front of George and Maria and kill them. However, there is a contradiction as Rudolf can't leave Natsuhi's room until the police arrive. In Erikantrice, George killed Maria and Battler, Maria's truth allows it:

«George, as an adult, couldn't kill an adult but could kill a child».

Even though we don't see the scene where George kills, this does not violate the rule that a culprit can lie before committing a murder. The conclusion of a mystery is a part of the mystery itself.

Erika's conclusion

It's possible to form a logical explanation other than the Rudolf's family culprit theory.

No, it is possible. A 'culprit' is defined as 'one who murders'. No one ever said they have to murder someone who appears in the story. ...In other words, if George committed murder outside the island, sometime before this crime, he could be a 'culprit' without killing anyone on the island, and it would be possible for him to lie.

Again, Erika's statements confirms Erikantrice. From these two red truths, we can derive two powerful statements. If another solution exists for Bern's game, it confirms my theory as legitimate since it respects all the rules. Then, if the status of culprit can be obtained by killing someone offscreen, this confirms that George could have obtained it by killing Battler and Maria during the conclusion.

9.2 Umineko Saku

Umineko Saku is the 9th chapter of Umineko. It was released as a special bonus chapter years after the conclusion of the main story and is divided into three parts: Dlanor's Game, Piece's Game, and the Behind-the-Scene segments. Saku can also be referred to as the «Erikantrice VN» as it confirms many of the theories that i proposed.

9.2.1 Dlanor's game

In the first part of Umineko's Saku Dlanor present a beta-game of Umineko in which Krauss and Natsuhi are the accomplices and Shkanon do the closed room circle with the Servants being not aware of the crimes. This is literally fake and i will show you that i can solve this beta-game with Kanon and George again. To refute Shkanontrice, it can be argued that the scenes depicting Krauss and Natsuhi as the accomplices are simply fabricated. In a real mystery, the solution would not be presented from the beginning. Although it is a beta-version of the game, Krauss and Natsuhi are depicted as witnesses to magic, which can make their scenes be considered as fantasy. Furthermore, in Episode 1, Kumasawa seen an half-face body, so she can't believe in fake crimes. In conclusion, these scenes were created to deceive the reader, and a genuine mystery exists.

As I stated in my manifesto, when the destiny roulette does not result in death, closed-room murder mysteries occur. In this case, Kanon used all the servants, Kinzo, and himself in the first twilight. To explain this with George, we can recall a questionable decision made by George on the night of the murders. George decided to spend the entire night searching for Shannon outside. According to Shkanontrice, Shannon was moving around the entire island throughout the night, creating the closed-room circle. Yet, George failed to find her after 8 hours of searching and didn't even notice a single closed room in the circle. In the Erikantrice , George is not portrayed as dumb and instead used this as an excuse to assist Kanon in the murder mystery. Since this is a beta-version of the game, the author did not address the suspicious behavior of George with a more convincing excuse.

Dlanor's wish

Dlanor concludes her story with a request for the readers:

«Although for someone who had love her heart was filled with anger at those who did not. She once told me that it was fine for her story reached only one person in a thousand. After you read this try to search her feelings, buried in the deepest part of the story »

This magnificent declaration naturally would not make sense with Shkanontrice. This was a bonus chapter, so why make this statement if the solution was already revealed? However, if we read carefully, we can understand that the Beatrice that Dlanor is referring to is someone else:

«Ryukishi»

Why would she be angry at all the people who failed if Beatrice's goal was Battler? Clearly, Dlanor was referring to Ryukishi's heart being broken when people failed to solve Umineko, and he only wished for someone, a hero, to understand his heart and find the solution.

«Stop crying Ryukishi because that long-awaited person has finally arrived»

9.2.2 Pierce's game

I will avoid discussing this mystery to avoid spoilers, but any reader will notice a significant challenge to the Erikantrice theory in this part, we see a portrayal of an alternative future with Shannon and Battler together. This can easily be discredited by simply being heartless. Yes, the alternative future presented by Pierce was a delusion. Firstly, Battler joining the conference would not solve Yasu's other problems. A happy ending may be possible, but not on that island. But, for the sake of logic, let's imagine that Battler joining would make all the parents accept Yasu's true identity and fix her body. There is still a very big problem with this alternative future: a character claims to be good at riddles and that she could have solved the epigraph, but as the reader knows, THIS IS IMPOSSIBLE THE EPIGRAPH IS NOT A RIDDLE, so the epigraph cannot be solved without Genji's permission. This alternative reality is just surface-level, more like a sweet candy for children before a final goodbye¹.

9.2.3 Behind-the-Scene segments

Finally, we've reached the best part of Umineko Saku. In this part, we are revealed details about the production of Umineko. The most important of all is the original idea of Erika. Erika was supposed to be a Kanon-looking man called Virgilius. Lambda described Virgilius as a character with a confused gender² but, most importantly, he was supposed to be the 19-year-old man with the goal of tormenting Natsuhi. We know that the 19-year-old man is Yasu, so since Virgilius is the original version of Erika, this means in the original version of Umineko, Erika was supposed to be a personality of Yasu.

«Erikantrice is the original solution of Umineko»

By saying this, I don't mean that Erikantrice is the solution in the final version or that George culprit is confirmed. This simply means that the idea of Erika = Kanon was in Ryukishi's mind when he decided to write Umineko, not just a sudden creation of my mind. This is why I refer to Umineko Saku as the «Erikantrice VN».

¹In this part Ange proposed a solution in which Erika was the culprit, after hearing this Battler and Beatrice made the clichè face of «ahahah really a dumb theory right ahahah(holy shit that was close)»

²LOL

9.3 Van Dine's truths

Some people have doubts about the validity of the Van Dine Rules in Umineko. I will confirm all of them in Erikantrice, but before that, I want to remind you that in Episode 2, Beatrice speaks about both Knox and Dine. If a reader searches for them on Google and sees that they are rules for writing a mystery, they would infer that they are also valid in Umineko. To say otherwise would mean that Ryukishi tricked the readers.

Van Dine's truths in Umineko

1. It is forbidden to have a crime without all clues presented.
2. It is forbidden to have a crime without a corpse.
3. It is forbidden for a servant to be the culprit!
4. There must be but one true culprit.

It is possible that only these four rules are valid in Umineko, but I think Ryukishi decided to change some of these truths to avoid misunderstandings. I will show that Umineko can also be solved with all of the original rules being valid.

Original Van Dine's truths

1. The reader must have equal opportunity with the detective for solving the mystery. All clues must be plainly stated and described. Battler was in the same difficult situation as the reader, and even if Erika was an accomplice, she gave us all the hints to understand it
2. No wilful tricks or deceptions may be played on the reader other than those played legitimately by the criminal on the detective Well if the detective was aware of the tricks he would not violate the rule.
3. There must be no love interest in the story. To introduce amour is to clutter up a purely intellectual experience with irrelevant sentiment. The business in hand is to bring a criminal to the bar of justice, not to bring a lovelorn couple to the hymeneal altar The love story between Battler and Beatrice took place in the meta-world, not in the game world. George is not a detective and his love story with Shannon was an hint about his guilt.
4. The detective himself, or one of the official investigators, should never turn out to be the culprit. This is bald trickery, on a par with offering some one a bright penny for a five-dollar gold piece. It's false pretenses This rule was an exception, like in the Knox case, for all the games except in the fifth where the detective was just an accomplice.
5. The culprit must be determined by logical deductions—not by accident or coincidence or unmotivated confession. To solve a criminal problem in this latter fashion is like sending the reader on a deliberate wild-goose chase, and

then telling him, after he has failed, that you had the object of his search up your sleeve all the time. Such an author is no better than a practical joker. All crimes are possible for Kanon and George as culprits, as there are all the proof to understand that, as I have shown in my manifesto.

6. The detective novel must have a detective in it; and a detective is not a detective unless he detects. His function is to gather clues that will eventually lead to the person who did the dirty work in the first chapter; and if the detective does not reach his conclusions through an analysis of those clues, he has no more solved his problem than the schoolboy who gets his answer out of the back of the arithmetic. Battler in the first 4 games, Erika in the 5th and 6th games.
7. There simply must be a corpse in a detective novel, and the deader the corpse the better. No lesser crime than murder will suffice. Three hundred pages is far too much pothor for a crime other than murder. After all, the reader's trouble and expenditure of energy must be rewarded. Americans are essentially humane, and therefore a tiptop murder arouses their sense of vengeance and horror. They wish to bring the perpetrator to justice; and when "murder most foul, as in the best it is," has been committed, the chase is on with all the righteous enthusiasm of which the thrice gentle reader is capable. Thanks to Erika, even the shittest Battler's game became a true mystery.
8. The problem of the crime must be solved by strictly naturalistic means. Such methods for learning the truth as slate-writing, ouija-boards, mind-reading, spiritualistic sÈances, crystal-gazing, and the like, are taboo. A reader has a chance when matching his wits with a rationalistic detective, but if he must compete with the world of spirits and go chasing about the fourth dimension of metaphysics, he is defeated ab initio. Imagine buying a mystery book and the author spoils for you who the culprit is. Even if you didn't read the book, you now know the solution. This is the concept of a red truth, aka Author's statements, and it's a naturalistic means to solve the mystery.
9. There must be one detective - that is, but one protagonist of deduction - one deus ex machine. To bring the mind of the reader, who, at the outset, pits his mind against that of the detective and proceeds to do mental battle. The reader does not know who his co-deductor is. It's like making the reader run a race with a relay team. Battler in the first 4 games, Erika in the 5th and 6th games...even if Natsuhi detective in ep5 is a theory that i like.
10. The culprit must turn out to be a person who has played a more or less prominent part in the story—that is, a person with whom the reader is familiar and in whom he takes an interest. For a writer to fasten the crime, in the final chapter, on a stranger or person who has played a wholly unimportant part in the tale, is to confess to his inability to match wits with the reader. George was literally the first person we saw after Battler in 'Legend of the Golden Witch'... «very good», Ryukishi.

11. Servants - such as butlers, footmen, valets, game-keepers, cooks, and the like - must have chosen by the author as the culprit. This is begging a noble question. It is a too easy solution. It is unsatisfactory, and makes the reader feel that his time has been wasted. The culprit must be decidedly worthwhile-a-person that wouldn't ordinarily be under suspicion; the author would have had no business to embalm it in book-form. Kanon is not a servant but the headmaster of the family, also Sorry Genji you cant kill Nanjo and Kumasawa.
12. There must be but one culprit, no matter how many murders are committed. The culprit may, of course, have a minor helper or co-plotter; but the entire onus must rest on one pair of shoulders: the entire indignation of the reader must be permitted to concentrate on a single black nature. This was the rule that I had the most trouble with. In short, it means that for every murder, there must be only one culprit. For example, two people stabbing someone with the same knife, like is a famous Agatha Christie book, is not allowed. If the reader have doubts about it, you should remember that Ryukishi changed this truth to «*There must be but one true culprit*»...what a fuck is a truth culprit?' This implies that a normal culprit can exist and allows George to be a culprit who is not a true one...at least not in reality.
13. Secret societies, camorras, mafias, et al., have no place in a detective story. Here the author gets into adventure fiction and secret-service romance. A fascinating and truly beautiful murder is irremediably spoiled by any such wholesale culpability. To be sure, the murderer in a detective novel should be given a sporting chance, but it is going too far to grant him a secret society (with its ubiquitous havens, mass protection, etc.) to fall back on. No high-class, self-respecting murderer would want such odds in his jousting-about with the police. Kanon did not need a secret society to kill 5 kids like Takano did in a famous fake theory for Higurashi.
14. The method of murder, and the means of detecting it, must be rational and scientific. That is to say, pseudo-science and purely imaginative and speculative devices are not to be tolerated in the roman policier. For instance, the murder of a victim by a newly found element—a super-radium, let us say—is not a legitimate problem. Nor may a rare and unknown drug, which has its existence only in the author's imagination, be administered. A detective-story writer must limit himself, toxicologically speaking, to the pharmacopoeia. Once an author soars into the realm of fantasy, in the Jules Verne manner, he is outside the bounds of detective fiction, cavorting in the uncharted reaches of adventure. All of the following are rational and scientific methods of murder: poisoning, shooting in the head, stabbing, strangling, explosion, and a kick in the head from George.
15. The truth of the problem must at all times be apparent—provided the reader is shrewd enough to see it. By this I mean that if the reader, after learning the explanation for the crime, should reread the book, he would see that the solution had, in a sense, been staring him in the face—that all the clues really

pointed to the culprit—and that, if he had been as clever as the detective, he could have solved the mystery himself without going on to the final chapter. That the clever reader does often thus solve the problem goes without saying. And one of my basic theories of detective fiction is that, if a detective story is fairly and legitimately constructed, it is impossible to keep the solution from all readers. There will inevitably be a certain number of them just as shrewd as the author; and if the author has shown the proper sportsmanship and honesty in his statement and projection of the crime and its clues, these perspicacious readers will be able, by analysis, elimination and logic, to put their finger on the culprit as soon as the detective does. And herein lies the zest of the game. Herein we have an explanation for the fact that readers who would spurn the ordinary "popular" novel will read detective stories unblushingly. There are several hints in the 5th and 6th games that suggest Erika is Kanon. Additionally, Erika is depicted as a poor detective throughout the series, further adding to the theory. In the first four games, Kanon is the only two individuals who have the opportunity to commit the murders as Kanon disappears in each game and George scene with Shannon are spammed in every single game.

16. A detective novel should contain no long descriptive passages, no literary dallying with side-issues, no subtly worked-out character analyses, no "atmospheric" preoccupations. Such matters have no vital place in a record of crime and deduction. They hold up the action, and introduce issues irrelevant to the main purpose, which is to state a problem, analyze it, and bring it to a successful conclusion. To be sure, there must be a sufficient descriptiveness and character delineation to give the novel verisimilitude; but when an author of a detective story has reached that literary point where he has created a gripping sense of reality and enlisted the reader's interest and sympathy in the characters and the problem, he has gone as far in the purely "literary" technique as is legitimate and compatible with the needs of a criminal-problem document. A detective story is a grim business, and the reader goes to it, not for literary furbelows and style and beautiful descriptions and the projection of moods, but for mental stimulation and intellectual activity—just as he goes to a ball game or to a cross-word puzzle. Lectures between innings at the Polo Grounds on the beauties of nature would scarcely enhance the interest in the struggle between two contesting baseball nines; and dissertations on etymology and orthography interspersed in the definitions of a cross-word puzzle would tend only to irritate the solver bent on making the words interlock correctly. Read Fate Author shit VNs to understand what is long description EVEN IF YOU HAVE FUCKING IMAGES FOR IT.
17. A professional criminal must never be shouldered with the guilt of a crime in a detective story. Crimes by house-breakers and bandits are the province of the police department—not of authors and brilliant amateur detectives. Such crimes belong to the routine work of the Homicide Bureaus. A really fascinating crime is one committed by a pillar of a church, or a spinster noted

for her charities. Gohda is a serial rapist, but he is not considered to be the culprit in the story. George, on the other hand, is depicted by all characters as being a good, serious, and kind person. He is considered to be the perfect pillar of the church, but it is suggested that he may have fallen into darkness.

18. A crime in a detective story must never turn out to be an accident or a suicide. To end an odyssey of sleuthing with such an anti-climax is to play an unpardonable trick on the reader. If a book-buyer should demand his two dollars back on the ground that the crime was a fake, any court with a sense of justice would decide in his favor and add a stinging reprimand to the author who thus hoodwinked a trusting and kind-hearted reader. George committing suicide only refers to one specific instance and does not cover the multiple murders that took place in Episode 2. Thus, the overall crime is greater than just one single suicide.
19. The motives for all crimes in detective stories should be personal. International plottings and war politics belong in a different category of fiction—in secret-service tales, for instance. But a murder story must be kept gem_tlich, so to speak. It must reflect the reader's everyday experiences, and give him a certain outlet for his own repressed desires and emotions. Battler for Kanon in ep1-4,6 and reality, Natsuhi in ep5. Shannon for George in all the games and reality.
20. And (to give my Credo an even score of items) I herewith list a few of the devices which no self-respecting detective-story writer will now avail himself of. They have been employed too often, and are familiar to all true lovers of literary crime. To use them is a confession of the author's ineptitude and lack of originality:

Determining the identity of the culprit by comparing the butt of a cigarette left at the scene of the crime with the brand smoked by a suspect
Fake hint created by George to bait Krass and Natsuhi.

The bogus spiritualistic seance to frighten the culprit into giving himself away.

The culprit did it in this mystery.

Forged finger-prints. CSI shit is not in my Umineko.

The dummy-figure alibi. well... Kanon is just a furniture not a dummy.

The dog that does not bark and thereby reveals the fact that the intruder is familiar. Umineko takes place in Asia... all cook by Gohda

The final pinning of the crime on a twin, or a relative who looks exactly like the suspected, but innocent, person. Erika looks exactly to herself.

The hypodermic syringe and the knockout drops. ROSATRICE BTFO.

The commission of the murder in a locked room after the police have actually broken in. Never happened.

The word-association test for guilt. No one understand Japanese.

The cipher, or code letter, which is eventually unravelled by the sleuth.
The epigraph is not important for the mystery as stated by Virgilia and Erika in ep5 knew the solution from the start.

I DID IT!!!!!! KNEEL,

9.4 Who is Shannon?

If Shannon is not Kanon then who is? The Genji of Kanon. Yasu's past tell us that Yasu was alone most of the time, except when she was with Shannon. This is strange since Genji controls the Fukuin house, so Genji hired an orphan to keep an eye on Yasu, Shannon. When Yasu grew up, she was sent to Rokkenjima with Shannon, and their relationship continued. The more Yasu became immersed in her fantasy world, the more Shannon transformed into Genji. Yasu's only friend was Shannon, who remained loyal to her, much like Genji was loyal to Kinzo. However when George showed up, Shannon began to discover love. George saved her, and Shannon saved him. As Ikuko and Furfur stated, class differences are important, and without them, one is considered loveless. In the end, Yasu, now Kanon, helped Shannon, her only friend, by giving her the only thing that could unite two people of different classes: money. A credit card with 2 billion yen and the golden brooch. To prove this relationship, I must remind the reader of a scene from Episode 7 during Claire's requiem. Before the family conference, Shannon made a visit to Beatrice, trying to convince her to join the conference. It was similar to a scene where a teacher tries to get a shy kid to join in with the other kids. Shannon acted in this manner, trying to encourage Beatrice to mature without betraying what she believed in, just like Genji did with Kinzo. Another point is that Shkanontrice said that Battler fell in love with Shannon. However, it was Shannon's personality who argued with another personality to join the conference, not the other way around.

Robot's shannon

Many have used the fact that in the 7th game, Will asks Shannon to call Kanon to speak with him, but Shannon, turned into a personalityless robot, stopped him. According to Shkanontrice, this comes from the fact that the two cannot be together, but the solution to this fact is written in Umineko. Will compares this situation to a video game, where even if you know the solution, you still have to go through all the levels before reaching the end. He had solved the game after reading the 4th chapter and knew that the culprit was Kanon. Since his job was to find Beatrice's killer, why not talk to the culprit? However, Yasu wanted Will to hear her side of the story before her requiem, so she ordered Shannon to stop him.

Shannon's age

The most important clue pointing to Shannon not being Yasu is their age difference. Yasu is stated to be younger than Jessica in Episode 6, while Shannon is stated to

be older than Battler. It is impossible for the same person to have two different legal ages³.

³Even if Yasu was actually 19 years old, the fake identity created by Genji to allow her to live on the island would be younger. However, since Shkanonrice states that this fake identity is Shannon, Shannon would also have to be younger than Jessica.

Chapter 10

Conclusion

I will write this chapter only when Ryukishi will deny or Confirm Erikantrice, so share it much as possible to seen it soon