Apex Predator
Juan Document



Explanation of who this character is and what media he's in: Juan is a character from the novel “Apex Predator" I'll be introducing to SCD, with him having interesting feats that make him quite decent for scaling in SCD. Hope you all enjoy this analysis.

Before the Chess Match Feats:

In the first part of the novel, Juan wakes up from a nightmare and proceeds to go outside with all of his life savings ready to gamble. Suddenly a person speaking Chinese came and started to brutally injure Juan, however he didn't react. Later on it's implied that Juan has CIP (Congenital insensitivity to pain) which is basically a rare genetic disorder where a person can't feel pain, however I will count this feat as an EM and AC feat as Juan wasn't shown in the story to be startled or surprised by the attackers attack on him.
(Emotional Management, Stress Tolerance)

After a conversation about how they shouldn't play the tolerance game, he and other players decide to play a more complex version of BJ, with the bot reshuffling the 312 cards every .7 seconds. It says that each shuffle slightly alters reality itself, each chip being an argument, each draw being a paradox.

Now let me elaborate this since this sounds very hard to comprehend. Each shuffle of the 312 cards per .7 seconds alters reality which adds layers upon layers of variables added, affecting the very rules and logic of the game or potentially the environment and earth. Each chip being an argument can be inferred to be the CS definition of an argument which basically is an input you need to use to interact with these variables (Do need author’s opinion on this part). Each draw being a paradox adds even more complexity to the scenario as when a player draws a card that creates an impossible scenario which again affects outcomes vastly.

In addition to this one of his opponents are very skilled as stated in the story, notably the character Victor being able to calculate faster than machines do and Kitane being able to manipulate his heart patterns and remain very composed despite the game’s difficulty. The game continues with reality itself being stated to bend as well as the players’ strategies folding into paradoxes and despite probability itself collapsing, Juan managed to utilize a hidden hand in order to win the match.
(FRI, Most Thinking cats, Overall Adaptability, Overall Strategy)

Juan vs Roshi in Chess

During the novel, Juan accepts a gamble against Roshi picking the game Chess, however it isn't a normal game of chess with the first move being an illegal one creating a “quantum diagonal opening" as the system calls it, making a reflective version of the board with two of them being connected together. Juan then pushes his pawn forward and during the alert game archives a position similar to the King’s Indian Opening with a Catalan setup with him playing more positionally. Roshi however played more explosively with a Bishop attacking the center but also attacking the King in the reflective board, a Knight threatening two squares despite them not existing. These moves looked chaotic but it took a toll on Juan as it created uncertainty, forcing him into calculation which wasted his time and mental stamina.

Twenty moves in he controlled the center with four pawns and Knights in strong outposts, and the Queen implied to be active. Though it seemed he was winning positionally, Roshi stayed calm leaning back comfortably due to him not primarily focusing on the board but Juan’s thinking patterns.

Around move thirty Juan manages to calculate twenty billion possible continuations which ended up in advantage either slightly or overwhelmingly in his favor, however he sensed something was wrong. Roshi then sacrifices his rook opened to capture, and while sacrifices were high leveled chess moves Juan didn't see any point in this and couldn't understand. So he continued calculating, and to put it shortly the positions made either capturing the Rook, ignoring it with another move or attacking himself makes the position uncomfortable, now realizing Roshi’s goal was to sacrifice certainty through this. Juan then captured the Rook and the entire structure of the game was stated to be changed.

By move forty five the board looked like a mess with Pawns curving across strange diagonals crested by reflections, rooks appearing to phase through ranks etc. Only Roshi and Juan knew what was going on with the spectators not understanding anything. Juan went into deep calculation up to fifty layers but the positions he calculated showed that they get progressively worse with him realizing Roshi was playing for interpretation, to make the position more defined adding more vulnerabilities each time it is, with the story stating itself that it's like trying to capture water with your very own hands.

Then Roshi proceeded to push a pawn that hadn't ever advanced since the start, and this simple pawn push made Juan’s circumstances even worse. In the game, the white squares become black and the black squares becoming white making Juan’s position weaker with certain squares not being protected and attacks he had planned being in opposite directions. He felt pressured due to this unexpected circumstance as it was Roshi’s idea to construct this position since even the first move and that his very moves contributed to it.

Juan proceeded to sacrifice two knights with his overall strategy being to force a tempo loop which would result in Roshi being forced into a zugzwang across both of the boards’ realities. Juan had calculated that the moves proceeding this would make Roshi’s circumstances worse, however Roshi didn't take the sacrifices and yet the two knights disappeared.

It is now move fifty seven, Juan’s king is cornered by Roshi’s pieces, despite there not being a checkmate every escape square created a paradox (Ex: moving to g1: captured by the reflective rook). He was losing by definition and in a desperate attempt after calculating near

infinite amount of possibilities is to sacrifice his queen having a quiet exchange. Without his queen, the threats remain useless and the game's past state would rewrite itself, however in counteraction Roshi touched the board removing all he pieces, only the King's were left.

Then made an illegal move by moving the king next to Juan's making the system pronounce Roshi the winner.

With all of this in mind, despite his lost, this game alone covers a majority of SCD categories showcasing Juan's intelligence and versatility.
(All FSIQ, EM, EE, All AC, All Thinking, Inductive reasoning, abductive reasoning, all strategy, all adaptability)