# Ichika Amasawa VS Miyabi Nagumo

# (Overall Outsmarting)




Category Distribution:

**Full Scale IQ:**

PSI - Ichika (1-0)

WMI - Ichika (2-0)

VSI - Ichika (3-0)

VCI - Ichika (4-0)

FRI - Ichika (5-0)

Overall - Ichika High Diffs (-)

**Emotional Intelligence:**

Understanding - Ichika (6-0)

Perception - Ichika (7-0)

Engagement - Nagumo (7-1)

Management - Ichika (8-1)

Facilitation - Nagumo (8-2)

Realization - Ichika (9-2)

Overall - Ichika Mid-High Diffs

**Social Intelligence:**

Management - Nagumo (9-3)

Awareness - Nagumo (9-4)

Self Management - Nagumo (9-5)

Self Awareness - Nagumo (9-6)

Overall - Nagumo Mid Diffs

**Adversity Capacity:**

Mental Fortitude - Ichika (10-6)

Stress Tolerance - Ichika (11-6)

Impulse Control - Ichika (12-6)

Perseverance - Ichika (13-6)

Composure - Ichika (14-6)

Determination - Ichika (15-6)

Overall - Ichika Low Diffs (-)

**Strategy:**

Building - Ichika (16-6)

Logistics - Nagumo (16-7)

Complexity - Ichika (17-7)

Balancing - Ichika (18-7)

Fortitude - Ichika (19-7)

Flexibility - Ichika (20-7)

Forecasting - Nagumo (20-8)

Overall - Ichika Extreme Diffs

**Planning:**

Structure - Nagumo (20-9)

Intricacies - Nagumo (20-10)

Coverage - Nagumo (20-11)

Acclimation - Ichika (21-11)

Versatility - Ichika (22-11)

Applicability - Ichika (23-11)

Overall - Ichika Extreme Diffs (+)

**Manipulation:**

Direct - Nagumo (23-12)

Indirect - Ichika (24-12)

Logical - Nagumo (24-13)

Emotional - Nagumo (24-14)

Mass - Nagumo (24-15)

Intimidation - Ichika (25-15)

Guilt Tripping - Nagumo (25-16)

Seduction - Ichika (26-16)

Blackmailing - Nagumo (26-17)

Overall - Nagumo Mid Diffs (+)

**Deception:**

Misdirection - Nagumo (26-18)

Fabrication - Nagumo (26-19)

Concealment - Ichika (27-19)

Acting Skills - Ichika (28-19)

Gaslighting - Nagumo (28-20)

Bluffing - Nagumo (28-21)

Overall - Nagumo Mid-High Diffs

**Foresight:**

Prediction - Ichika (29-21)

Anticipation - Ichika (30-21)

Obviation - Nagumo (30-22)

Preclusion - Nagumo (30-23)

Overall - Ichika High Diffs

**Insight:**

Calibration - Nagumo (30-24)

Integration - Ichika (31-24)

Conditioning - Ichika (32-24)

Expertise - Ichika (33-24)

Heuristics - Nagumo (33-25)

Overall - Ichika Mid-High Diffs (+)

**Thinking:**

Critical - Ichika (34-25)

Abstract - Ichika (35-25)

Applicative - Ichika (36-25)

Systematic - Nagumo (36-26)

Associative - Nagumo (36-27)

Convergent - Ichika (37-27)

Divergent - Ichika (38-27)

Lateral - Ichika (39-27)

Holistic - Nagumo (39-28)

Counterfactual - Ichika (40-28)

Overall - Ichika High Diffs (-)

**Reasoning:**

Deductive - Ichika (41-28)

Inductive - Nagumo (41-29)

Abductive - Ichika (42-29)

Overall - Ichika High Diffs (-)

**General Intelligence:**

Fluid - Ichika (43-29)

Crystallized - Ichika (44-29)

Overall - Ichika Low-Mid Diffs

**Sensory:**

Observation - Ichika (45-29)

Perception - Ichika (46-29)

Overall - Ichika Mid-High Diffs

**Tactics:**

Potency - Nagumo (46-30)

Synergy - Nagumo (46-31)

Management - Nagumo (46-32)

Overall - Nagumo Low-Mid Diffs (+)

**Adaptability:**

Input - Ichika (47-32)

Output - Ichika (48-32)

Overall - Ichika Low-Mid Diffs

**Psychology:**

Theory of Mind - Ichika (49-32)

Psychoanalysis - Ichika (50-32)

Profiling - Ichika (51-32)

Cold Reading - Ichika (52-32)

Overall - Ichika Mid Diffs (+)

**Social Engineering:**

Leadership - Nagumo (52-33)

Influence - Nagumo (52-34)

Charisma - Nagumo (52-35)

Overall - Nagumo Mid Diffs (-)

**Counteraction:**

Improvising - Ichika (53-35)

Shielding - Ichika (54-35)

Responsiveness - Ichika (55-35)

Capitalization - Nagumo (55-36)

Overall - Ichika Mid-High Diffs

**Analysis:**

Deconstruction - Nagumo (55-37)

Tracing - Ichika (56-37)

Probing - Nagumo (56-38)

Mapping - Ichika (57-38)

Classification - Ichika (58-38)

Overall - Ichika High Diffs

**Unpredictability:**

Volatility - Ichika (59-38)

Creativity - Ichika (60-38)

Asymmetry - Ichika (61-38)

Risk Competence - Nagumo (61-39)

Overall - Ichika Mid-High Diffs (-)

**Field Skills:**

RLS Skills - Nagumo (61-40)

Academics - Ichika (62-40)

Multitasking - Ichika (63-40)

Asset Management - Nagumo (63-41)

Field Navigation - Nagumo (63-42)

Overall - Nagumo High Diffs (-)

**Trap Systems:**

Trap Setting - Ichika (64-42)

Trap Evasion - Ichika (65-42)

Overall - Ichika Mid-High Diffs

**Informational Systems:**

Information Gathering - Nagumo (65-43)

Information Control - Nagumo (65-44)

Overall - Nagumo Low-Mid Diffs (-)

**Outsmarting:**

Fixed Situation - Ichika High Diffs (+)

Non-Fixed Situation - Ichika High Diffs (-)

IRL Situation (w/ Influence) - Nagumo Low-Mid Diffs (+)

IRL Situation (From Scratch) - Ichika Extreme Diffs (-)

Cat and Mouse (Ichika as Mouse) - Nagumo High Diffs (+)

Cat and Mouse (Nagumo as Mouse) - Ichika Mid-High Diffs (+)

**Overall Outsmarting - Ichika High Diffs**

## Distribution Explanations:

### Full Scale IQ:

Starting off with one of Ichika's best categories. Her Expulsion Test formulation, second-year student info memorization, and island visualization are her best feats in Full Scale IQ, primarily covering PSI, WMI, and VSI respectively. Narratively, she should also gap Nagumo in VCI via the White Room curriculum's extensive training in language (including calligraphy). FRI is likely the closest subcategory here, but the overall reasoning required for Freedom Gambit should edge out Nagumo's FRI. Nagumo really does have very good Full Scale IQ, but is sadly getting beaten out in all subcategories.

### Emotional Intelligence:

Another one of Ichika's strong suits. The biggest gaps here are in EU and EM. For EU, EP, and ER, her psychoanalysis of Takuya (involving an understanding of Takuya's subconscious inferiority complex on a higher level than Takuya himself had), alongside her deep profiling of Hosen and Kushida (among others), are more than enough to beat Nagumo. Additionally, Ichika destroys in EM via her White Room survival, as well as basically the entirety of Year 3 V4 and V5. EE and EF comfortably go to Nagumo, with Ichika noticeably lacking in these specific subcategories, whereas almost every scheme performed by Nagumo requires some forms of EE and EF.

## Social Intelligence:

The first category to go to Nagumo. While Ichika's SI is quite underrated, it sadly isn't comparable to Nagumo's, whose SI scales high enough to surpass nearly all other characters in COTE, besides Ayanokoji. Even the likes of Takuya I'd say wouldn't beat Nagumo in SI. So, Nagumo beats out Ichika in all SI subcategories.

## Adversity Capacity:

The biggest gap out of them all, with Ichika decimating Nagumo in AC in all subcategories. AC is notably one of Nagumo's weaker categories (though still not bad in it), while AC is arguably one of Ichika's strongest categories. Her White Room survival horribly outperforms any Nagumo AC feats, and allows her to take this with Low Diff (-).

## Strategy:

Contrasting with the previous category, Strategy is one of the closest categories between the two. I decided that overall, Ichika has outperformed him in it, but it's close regardless. Nagumo's strategies (for example, his MTC and UIE Strategies) are very well-made and firm and dense, with a lot of foresight included and back-up planning. Many of his strategies could be considered almost "uncounterable." Ichika's strategies on the other hand, may be more improvised, but with the formulation speed and complexity being far more than enough to counter whatever she's facing. Her UIE Strategy (which is very underrated), was made up entirely of her reasoning Takuya and Tsukishiro's motivations and actions during the UIE, anticipating them, and stopping them. Her counteraction and unpredictability shine here. Besides that, there's also Expulsion Test, which is considered her greatest strategy. A strategy both planned far ahead and simultaneously in just a couple of minutes. Via her profiling of Hosen, she manipulates him, Class 1-D, 2-D, and Ayanokoji throughout the entire Partner Exam. Similarly to Nagumo's strategies, Expulsion Test is dense in complexity and fortitude, to the point where it forced Ayanokoji to take action. This is very close, but Ichika just edges out Nagumo in terms of overall Strategy.

## Planning:

Probably the most surprising take in this doc, Ichika takes overall Planning from Nagumo, which is widely considered to be one of, if not Nagumo's best category. This is the closest category between the two, even more so than Strategy. Nagumo outperforms in things like Intricacies and Coverage, with his best plans (such as Year Damnation) taking course over months. He undoubtedly wins in that aspect. On the flipside, Ichika only really has one stand-out planning feat, but it's easily one of the best plans in COTE. Freedom Gambit (another severely underrated feat of Ichika's) consists of her actions prior to the start of Year 2, during the Partner Exam (Expulsion Test), before the start of the UIE, her counterstrategy against Takuya during UIE, and her counterstrategy against Tsukishiro, ultimately culminating in her expulsion from the White Room. The Forecasting and Versatility required for Freedom Gambit are insane in all aspects, including the psychological pressure and personal capabilities to pull off her feats. Nagumo puts up a very good fight, but Ichika takes overall Planning.

## Manipulation:

Nagumo takes overall Manipulation quite comfortably. While Ichika's Manipulation is by no means bad, it's one of her weaker categories. She mostly shines in Indirect Manip, Intimidation, and Seduction. Nagumo has some very good feats in basically all types of Manipulation, with it being heavily utilized in many of his schemes (for example, MTC using a lot of Logical Manip). Ichika outperforms in some specific subcategories, but Nagumo gaps in overall Manipulation.

## Deception:

Similarly to Manipulation, Deception goes to Nagumo without much trouble. Ichika's Acting Skills are great, but that's only one aspect of the category. Nagumo's complex Misdirection and Fabrication in his strategies like MTC and UIE are enough to take this. Shorter explanation, but it's basically the same reasoning as Manipulation.

## Foresight:

Both Ichika and Nagumo have very good feats in Foresight, but I gave this category to Ichika. Nagumo's feats feature more deeply thought out observations (such as much of his Leader Stage planning), while Ichika has overall longer foresight length in her predictions (Freedom Gambit). She also repeatedly has been able to anticipate her opponent's moves completely and counter them before they could be played (her UIE Strategy). It's close, but Ichika takes.

## Insight:

Another category to Ichika. Nagumo has some good Insight feats, with his Calibration of Ayanokoji in Leader Stage being one of his more notable ones. He excels in properly measuring variables and taking precautions. Ichika's best Insight feats take place mostly in Freedom Gambit, with her understanding of Takuya's, Tsukishiro's, and Atsuomi's true motivations during the end of Year 1 and first semester of Year 2, up until Sakayanagi's return as the school's chairman being the most notable feat. Aside from that, she also has her Integration into ANHS, with her being able to perfectly transition from the White Room into the ANHS's society without any issues, to a degree that even Ayanokoji couldn't immediately suspect her of being as White Room student.

## Thinking:

Ichika's powerful thinking architecture allows her to take this. It's shown many times how Ichika's thought process differs from that of ordinary students, and is more similar to that of Ayanokoji's in how she utilizes lateral thinking. In Freedom Gambit/Expulsion Test, Ichika creates a perfect profile of Hosen through the limited information she had on him from other students in her year. She first observes him entering the store and buying the petty knife, then stops him before he can leave so that he can return it. She could only have had an idea of what his intentions were by the time he entered the store, meaning in at the very most a few minutes, she reasoned that considering Hosen's personality, he'd be using that knife as part of a strategy to get somebody expelled (whom she also reasoned would likely be Ayanokoji). With how both violent and unusual that idea is, she clearly had an excellent profile built on Hosen to

understand his intentions to that level, that quickly. Nagumo's feats in Thinking are also very good, with his entire forecasting of his MTC Strategy and Year Damnation Planning being good demonstrations of this. He also builds a psychological profile on Ayanokoji before ever meeting him in person, similar to how Ichika's profiling works. Overall, Nagumo is very good in this category, excelling in understanding and manipulating fixed situations but Ichika's abstract and complex thought processes are too much for him.

**Reasoning:**

A lot of the explanations for their reasoning feats are similar to what was explained in the above for Thinking, but there are still some more things to cover. One of Ichika's most impressive feats in Reasoning, her Pre-UIE deductions. Using the small amounts of information she could gather and her psychological profiles, she was able to reason out and counter Takuya's entire strategy of manipulating Kushida and making her record Ayanokoji's fight with Nanase during the UIE. Already stated in Thinking's explanation, one of Nagumo's notable fears is his reasoning and profiling of Ayanokoji throughout Leader Stage.

**General Intelligence:**

Both Ichika and Nagumo are stated and shown to be genius level prodigies, with Nagumo being an exceptional child amongst the ordinary people in his early life, while Ichika was the daughter of two genius parents and considered gifted amongst the gifted students of the 5th generation. Their Fluid Intel should be relative, although I'd give Ichika a slight edge due to her inheriting her genius genetically from "very successful" parents. Crystallized Intel on the other hand, is a much bigger gap in Ichika's favor. The White Room curriculum vigorously built up its students' knowledge on all subjects, with Ichika being one of its greatest successes. In Year 2 V6, Ichika displayed a small portion of her deep knowledge when effortlessly answering a very specific textbook question (The World Heritage Convention's adoption in 1972). Nagumo has more real world experience, but Ichika's mastery of knowledge due to the White Room is on another level.

**Sensory:**

Ichika gaps in both Observation and Perception. Her island visualization (as mentioned before in the Full Scale IQ explanation), along with her analysis of Ayanokoji's room in Year 2 V6 are on a higher level than any of Nagumo's feats in Observation. She also has shown excellent Perception feats, with her accurate perceiving of many characters' true emotions and intentions such as Takuya, Hosen, Kushida, and others.

**Tactics:**

While Ichika has some very good tactical displays in her strategies, Tactics are one of Nagumo's specialties. He constantly utilizes them throughout all of his schemes, with them being executed and managed excellently. His testing of Ayanokoji during Leader Stage, and his numerous misdirections during his MTC and UIE Strategies are some of the most notable Tactics used by Nagumo. Aside from that, his entire year takeover prior to the events of Year 1, with him beating Kiriyama and becoming the

leader of his year, should require a very high tactical prowess. This category goes to Nagumo comfortably.

**Adaptability:**

Although Nagumo shows good situational Adaptability throughout many of his schemes such as his UIE Strategy and Year Damnation, Ichika takes this. Throughout much of Freedom Gambit, she has to adapt to and counter new variables such as Takuya's manipulation of characters like Kushida. Aside from that, she also adapts to situational changes like Takuya's expulsion, and critical information being revealed to her suddenly (Nanase's warning in Year 3 V4). Narratively, her survival of the White Room curriculum should also have required a high amount of Adaptability.

**Psychology:**

As covered before, her Theory of Mind she utilizes throughout the entirety of Freedom Gambit and how she builds psychological profiles of people allow her to take this. She's able to easily cold read characters like Hosen and Kushida and see through lies told by characters like Tsukishiro regarding Ayanokoji's expulsion directive. Her most impressive analysis was on Takuya's subconscious. I already covered it in the EI explanation, but again, her understanding of someone as isolated and deceptive as Takuya and being able to see his true motivations (of not really wanting to face Ayanokoji) is insanely impressive.

**Social Engineering:**

Similarly to SI, this is one of Nagumo's best categories. His Leadership and Influence is at an unparalleled level within COTE, only potentially rivaled by political leaders such as Kijima. It's stated multiple times throughout the series how popular Nagumo is amongst female students. Ichika, while not experienced in the real world, was taught leadership skills and how to properly socialize and charm those around her during the 5th generation's curriculum. Though she herself claims to lack emotional engagement with others around her, she's able to easily charm characters such as Sudo. Although this is an underrated category of Ichika's, Nagumo takes it.

**Counteraction:**

Another one of Ichika's strong suits. Nearly the entirety of Ichika's UIE Strategy is Counteraction against Takuya and Tsukishiro's plans. One of Ichika's best traits in Outsmarting is her flexibility with her schemes, with her quickly being able to improvise and take action against new threats, as well as being able to accurately identify them before they come into play. Nagumo also displays good Counteraction skills, with Year Damnation being the most notable feat, but Ichika's dominance in the category allows her to take it.

**Analysis:**

Both Ichika and Nagumo's best feats in Analysis were already mostly covered in the explanations for categories like Insight, Thinking, Reasoning, and Sensory, but to list them again: Ichika's best analyzations are her understandings of the ANHS System, along with her perception of characters like

Takuya and Tsukishiro's true motivations. Nagumo also has a very good understanding of the system and how to take advantage of it, and is able to accurately deconstruct the thought processes of characters like Ayanokoji and Manabu.

**Unpredictability:**

One of Ichika's specialties. Throughout the series, she consistently is shown to be incredibly hard to read, and to have a very creative mindset due to her vast knowledge. Neither Takuya nor Tsukishiro were able to completely understand her motivations during Freedom Gambit, and she was able to deduce Hosen's very unusual plan to expel Ayanokoji through her lateral thinking skills. Nagumo does have the edge in this when it comes to factoring in risks, but Ichika's intentions have been difficult for even Ayanokoji to completely read.

**Field Skills:**

Both Ichika and Nagumo have good Field Skills, but they excel in different areas. While Ichika lacks real world experience, her training in the White Room strengthens her skills greatly, with nearly perfect academic ability. Nagumo's Field Skills are also excellent, with his domination of his year and manipulation of the ANHS System's rules standing out. He's considered to be one of the best students in the school's history, alongside Manabu. It's close, but Nagumo takes.

**Trap Systems:**

Another category both excel in. Ichika's comprehension of Trap Systems is extremely impressive, with the entirety of Freedom Gambit being based on them. Expulsion Test is one of the biggest traps set in COTE, while her UIE Strategy very largely consists of Trap Evasion (both evading them herself and helping Ayanokoji). Nagumo, both feats wise and narratively has great Trap Systems. His MTC Strategy is impossible to see through until it's too late, and he's stated to have caused the expulsions of 17 students. This one is very close, but Ichika's Freedom Gambit is on a higher level.

**Informational Systems:**

The last category. Ichika has shown some great information gathering capabilities (Pre-UIE reasoning and Expulsion Test preparations), but Nagumo's Info Systems are on another level. He has complete control over the information that circulates within his year, and naturally has easy access to most information he needs through his pawns. Nagumo takes this comfortably.

**Outsmarting:**

In Fixed Situations, Ichika High Diffs (+). Since Nagumo excels in taking advantage of and manipulating rules (such as MTC), he makes this very difficult for Ichika, but she ultimately still wins. In Non-Fixed Situations, the diff is lower, being High Diff (-). Ichika is very dangerous in situations with little to no rules/observation (like UIE), where she can fully let her strategies take place without being held back. In an IRL Situation with influence, Nagumo Low-Mid Diffs (+) due to his vast control over such a large number of people. Ichika is very skilled, but the difference in influence is too much for her to reach him.

She Extreme Diffs (-) without the influence gap, as her natural talent and skill from her White Room training should allow her to win in most situations. The White Room specialized in training its students to become big figures (i.e. politicians). Though Nagumo, like stated before, is very capable in situations where he can take control of people. In Cat and Mouse, Ichika overall performs better, with her being able to catch Nagumo more easily than he can catch her. The entirety of Freedom Gambit, with her Trap Setting and Evasion skills in full action (during Expulsion Test and UIE respectively), make Ichika's proficiency in Cat and Mouse very clear. Nagumo is a very difficult opponent for her, and counters her in some certain scenarios, but Ichika wins in the majority of matchups and takes this High Diff overall.