FSIQ, EQ, Miscellaneous

N-ice's Feats.

VCI: Overall can Say I have knowledge about anatomy and nutrition like Doctors, through many instances I was on the same level as them, I also have wide variety of psychology and philosophy, as I can show my Document of Analysis, which I made by myself. The analysis includes a lot of literature, philosophy and psychology. (Which is 45 thousand words long)
I was giving the same diagnosis and the same ways of how to get better as professional Doctors. I did it with limited information and through some messages. I was also able to know a lot about the health and nutrition, to the point it can improve immunity system and also knowing even how to deal with Asthma.
Aside from that, I know 6 languages. And I learnt one of them, English, in 4 months mostly through music. And Russian, one of if not the hardest language in 9 months while not concentrating on it. I know Morse Code as well.
Pretty much a huge ton of knowledge, and similarities which I use a lot to even analyze people.
I manipulated verbal tests to get the exact score I wanted, and would be able to do as much as I wanted. Moreover, I aced all VCI Mensa tests.
Could teach someone high psychology like Neuropsychology and Associative Psychology, neurotransmitter system and more, in the most effective way in english with complicated words being well organized for the person to understand multiple fields in less than 2 hours.

For WMI and Memory as a whole: Memorized 43 digit number in short period of time aced the test which me and goqu both did, remembered a random conversation on YouTube (who it was, where it was, how long ago if was, about what it was immediately to expose a person's lie)
Did Flash Mental Arithmetics with 15 sequences of 3 digit numbers 0.7 seconds on each sequence and 10.5 sequence on all (I did it with a person talking about it with me at the same time btw) and It's also my PSI feat too.

I can process a big amount of information even through multiple sources at the same time, I do a lot of multitasking, like listening to music and remembering the lyrics to the point I can accurately replicate even the placement and the tonality, all while texting on Discord, playing chess and also listening to the teacher.
I also, maxed out my WMI on Mensa tests.

FRI: Did a lot of decently hard puzzles in a quick amount of time like Figure Weights and Matrix Reasoning. Can solve them even while sleepless.

Learned a language in 4 months, Russian, one of the hardest languages if not the hardest, in around 9 months, skipped 3 grades to graduate school at 15, at the end of the first year of my college broke a record (the record is, latest transfer to the other course. To do this you gotta have good grades on the initial one, and then also, learn the whole year's worth of material for specialized College lessons. To do this I only had 3 weeks and I did it relatively easily.)

Was able to adapt under these circumstances as well, despite my pears being from 2 to 4 years older. At the same time I was able to adapt my mentality as a kindergarten kid to not be bullied by 17 boys at the same time. Aside from it adapted to many games which I had.

PSI: Flash Mental Arithmetics (15 sequence of 3 digit numbers in 10.5 seconds all of them combined), was able to do a decently hard Exponential Equation formula in 1 second consequently (not adding in the time to type in the answer), and a harder one in span of less than 10 seconds each time in my head.

I can process a big amount of information even through multiple sources at the same time, I do a lot of multitasking, like listening to music and remembering the lyrics to the point I can accurately replicate even the placement and the tonality, all while texting on Discord, playing chess and also listening to the teacher.
(It's also part of the PSI not just WMI). I also, Maxed out all PSI subtests on Mensa tests.

VSI: I pretty much have to visualise my country and find the routes for the Taxi's (I'm a Taxi Dispatcher as one of my jobs), since pretty frequently people have no idea where they are, they pretty much explain to me where they are, what they see etc, and I narrow things down with a few questions after which I am able to find their location, nearly flawlessly. At the same time, where the taxis are in comparison to them, since I have to tell the impatient clients the approximate time for the Taxi to get there and due to the amount of calls finding it by location is gonna take too long, so I have to do it by my own estimations of the ride, including the stops etc. I'm pretty new to the job, so that's what I have to do until I'll know all of the addresses.
Using my Visualisation of the whole school, in the 2nd game of the Cat and Mouse I was able to stretch out 10 people (including myself) to get the best positions with good potential for information gathering.

EQ: Simply through body language, facial expression, especially the micro facial expressions, tone of the voice. Aside from that there's speech pattern and pace, as well as the distance between the converses, sitting/standing position and more. Are things which I learned from psychology, and I notice these small things as well as inconsistencies in behavior. This is how I was able to guess people's age through online, or where I was able to understand the IRL things about a person through text with very high accuracy, some of these against high intelligence level people. For example one of these, are things where I was able to guess things about the personality, capabilities etc through just simple chatting.

Aside from that, my emotional management is good enough not to panic when I was falling from the 4th floor, or when someone almost stabbed me with a knife. Or when I learned my uncle died. I was able to stop 21 people from suicide and help many people through emotional turbulencies. I can make myself cry or logically/cognitively induce emotions and empathy on myself, which is part of how I always can deceive people and change their perspective on me irl. I did things like analysis on many people even in a row and those are people I had no idea about and didn't talk with a lot. Aside from it, I was able to understand and predict a person

having a "coping" mechanism and it's cause. Which others also confirmed who know the person.

Aside from this there's a game of Mafia in which I used a lot of EQ: There were: 14 players, 3 mafia's, 1 maniac, 1 doctor, 1 sheriff and 1 body guard.
I was a simple Civilian.
First of all Doctor and Bodyguard, one of our players, who in the end, was Mafia, was our classes homeroom teacher. In the first night she was both "Healed" by the Medic and "Protected" by the Body Guard. From which I was able to identify the 2 who loved her the most in our group and didn't really hit it off with the others, there were other possible people but through reactions when the results were announced in the first "day" I was able to confirm it. Also, with how tense they were, not wanting to be caught in the crossfire since they are the saviours basically.
Next is the Sheriff, here I was just listening to the conversations and seeing who was get the most information (not trying to blame someone) and was somewhy sure about a person not being Mafia. And what's more I could notice in the next round, that the person which they suspected they started covering suddenly, so that's an easy way I was able to find the Sheriff.

The Maniac, unlike the Mafia, is the most independent and wouldn't cover for others much, I also knew pretty much 9 of the other people and all of their roles (civilian, body guard, Doctor, Sheriff), so there was only 5 people, 1 Maniac, 1 Civilian and 3 Mafia's. The one who was independent the least and wasn't trying to stick to someone in particular by opinion is the most likely to be the Maniac, and I noted them, but decided to firstly look after the Mafia's to be able to know it for sure. With Mafia's, it's one where you should see the lies the most. They try to stealthily shift the blame onto the others, while sticking to one or two people in opinions and defenses. Also, I was able to find that one group after they killed the Doctor after he was kinda giving himself out on an accident I could notice two of them looking at him like at danger and not at one they should help, which is hard to explain but they didn't seem glad that the Doctor is alive, nor were they exasperated because he gave himself out. They kinda were the black sheep's by that reaction and I could see one guy who didn't fit any other role but Civilian or Mafia be on their side and throw glances between each other.

So all I had in the end was one last person and that's 2 players, 1 Civilian and 1 Maniac, I already put the suspicions more on the more independent one, but it grew even more once we got out one of the Mafia (which is announced, only thing announced if you get someone out is if they are Mafia or not), one of them was happy and looking more hopeful, while the other was a bit more disinterested.

Through different methods; inductive (observation and working with information I got from our conversation), deductive (using that information I gained to make hypothesis and then see if they fit), and abduction (with some of them like his school being a logical guess based on his personality and capabilities) I was able to psycho read a person through online while he wanted to deceive me all the while.
I was 21/24 and what's more 2 of the 3 were very slight mistakes.

There was a time where I saved my friend from a manipulative relationship. So basically my friend was being manipulated in a relationship. I didn't even talk with the person himself (as you can see in the messages it's mentioned if I talked with him I'd know so much), but even without it, through analogical reasoning and pattern recognition of a Manipulator and knowing how their relationship is going, after this friend of mine blocked me and the second person in this GC, I was able to understand all of that. So through my knowledge of Psychology and this small information I was able to find many analogies and find the patterns, to the point I could even understand the person she was going out with, without knowing them personally.
Through that I was able to, by again psychoanalyzing the guy without knowing him, and knowing how manipulations workz I was able to know their conversations without seeing them. Things like EQ also, would be more like me predicting she'll have Sunk-Cost Fallacy. This is more of Pattern Recognition and Analogical reasoning since I never ever met the guy, and just by knowing manipulation was able to understand what he does without actually seeing it.
The Theatre where I saw through someone who acted way differently almost immediately, controlled and managed them, as well as the Cat and Mouse game where I did basically the same with my EQ.

The Theatre:

There was a theatre that I made. In order to do it I saw through Alpha (my friend #1) and Beta (my friend #2)months ago and knew their real personalities + I planned and predicted a "Theater" with Alpha for almost a year. Knew that both were lying about telling their whole past and knew that Beta of them had depression even though Beta usually seems fine and the depression is on level where it's unnoticeable. The Theatre was basically showing what is happening behind the scenes made by me.

Bigger explanation:
So basically, two of my current friends Ik for, now, over a year, at the time of this feat, back then we met on a server and just talked together, made a riot group and overthrew the owner bc why not, after this I wanted them to be my friends because they are fun. So one of them, Beta, wanted a gf, while another one, Alpha, secretly was very bored and wanted some excitement. Both were acting very different from their real selves, which I've seen through after ~2 weeks of talking with them casually, and pin pointed both them wanting excitement from Alpha's side and gf from Beta's. So, I slowly and purposely fed them information about myself, advices etc while making them more curious about me, so in the end they ended up following me, at the same time I was making a sort of event that would happen, in which Beta gets a girlfriend while Alpha will get some excitement and also to help both get over their trauma. So, once they realized I can actually help them (without me telling them directly about it) and that they liked being my friend, they were always with me being controlled by information I made. In the end, as I've predicted, it'll take around a year for me to get the job done due to just wanting to chill and being busy. At the same time, though, I almost perfectly guessed when things would happen, for example Alpha changing into his more real self I miscalculated on 1 week, while with Beta, his getting a gf was 1 day later than I thought. Basically like that. The information through the time I

was feeding them, was contradicting things like me saying I'm normal and average but showing otherwise, using my informational control to get them to play what I want, since I was bored. In the end, I played them, made them know I played and controlled them for a whole year to the point even Beta's relationship and both of their pasts, psychology etc were not only guessed but changed by me. Alpha was also the spectator first of the two since I knew that Alpha would want that role despite Alpha not talking about any of this before.

Cat and Mouse Game: One of my best mind games feats back when I was 15:

Me and my friends back in my highschool days, just before I graduated, wanted to do some fun activities before it ends. All of us are fans of the Russian series called "secrets of investigation" which has 23 seasons. So we wanted to play the "detectives against the criminals" between 2 school grades (as we have been pretty popular and not only did it seem like a cool activity, majority follows things like sheep's, so, almost 2 whole grades, which is ~200 students will play this game. Majority already were also familiar or even fans of the Secrets of Investigation, so almost everyone knew a thing or two about crimes, laws and works of the detectives) In this game, you have 10 criminals and 10 detectives. Others will be playing like either victims of crimes, or regular passerbies or even as witnesses. What was interesting, is that you can't attack the detectives unless there's multiple criminals on 1 detective and there's no witnesses nearby. So usually the detectives worked together. All detectives know each other and all criminals know each other. Each game lasted 3 days straight, starting from 5 PM and ending at 5 PM 3 days later.

Rules and Conditions:

Limited Resources - Both detectives and criminals operate with constraints on time, manpower, and information, which was made to get more fun to the game, as you had to build the resources yourself mostly aside from something that each team possessed.

Mind Games - Psychological manipulation and planting false clues are crucial components, allowing both sides to outwit and confuse each other. And that's what was the main topic of this.

Area of Operation - The entire school and its yard serve as the playground for the cat-and-mouse game, to provide opportunities and challenges for both detectives and criminals.

Detective Restrictions - Limited surveillance time (2 hours per day).
Detectives must solve cases within three days for impactful crimes.
Each detective has only three attempts to incarcerate someone.

Criminal Restrictions - Cannot kill a detective in the presence of witnesses.
Must commit a major crime within three days to avoid losing.
Should leave clues to make the investigation challenging.

Merits: Detectives - Support from regular people.

Access to resources like cameras.
Criminals - Easier to blend into a crowd.
Possibility to eliminate detectives under specific conditions.

Negotiation:

Both sides can negotiate information exchange, either concealing or revealing their identities. Information should include details about their own side with the other party doing the same. If the criminal is hiding their identity while doing so, they can discard the information due to it. But if the criminal exposes their identity the detective has to listen and believe them about anything but them being a criminal, that's a solid fact. It's a double edged sword.

Special Skills:

Detectives - Interrogation.

Interrogation: Allows them to extract valuable information from witnesses, suspects, or caught criminals. Of course they have to see the truth for themselves.

Criminals - Kidnapping.

Kidnapping: Gain resources through open or hidden kidnappings, creating dilemmas for detectives, which they have to solve. Of course they have to still make preparations for it and execute it well.

Competition: The majority of the people there has seen a lot of Secrets of Investigation Series so they know some things about it too. Even the regular people know about there being criminals too, making them more careful but they can't be too careful to give breathing space to the criminals who are supposed to be hidden. Majority of the people were pretty smart and some were even gifted or almost genius levels, although there was only a few of such. I was lucky enough to play 2 games as Detective and 1 as a criminal. I was a criminal in the 2nd game, and Detective in 6th and 9th.

The series that this was based on, is a Russian series that has 23 seasons. There were over 100 solved cases here. And 1 Season = 1 year of their life. The main character is the woman you see in the middle, Maria. She is extremely talented and well known. The series name is "Secrets of Investigation”

I was Criminal on Game 2, Detective on Day 6 and 9.

2nd Game: First thing that we agreed on, was that I would be leading the strategies and movements since sadly, in comparison to detectives which had 8 smart people, and 2 of around average level, out of 10 criminals only I was considered smart while others were about average. We could see that immediately, as I analysed the Detectives first move: 1 Detective publicly

declared he is one while other 9 didn't. Meaning that there's multiple possibilities, from the 1 who declared his identity being a bait or sacrifice, to him being like a pawn the detectives use. It was obvious that, since the person was average, other are likely way above him at least 1 was, but it was most likely Multiple detectives being smart in order to be able to control and observe him well enough. Their coordination was obvious from this so I took control.
Second thing we agreed on, is caution and gathering intel. If we make a crime Infront of the detective and they catch the one doing it, that's a huge hit for the criminals no matter how you twist it. We'd need to atleast find plausible people as detectives and what method they will be using.
Third thing we agreed on, was that I placed everyone at different parts of the school (which is 3 floors high and pretty long too. It had 2 staircases at the sides and one in-between them close to the other wall, making it like a
▲ shape.) So here is the positioning:

N-Ice (The Main Mastermind):

Positioned on the second floor, near the staircase at the apex of the triangle formed by the stairs. This allows me to observe both the first and third floors without drawing attention and being natural, at the same time being able to see what happens on the second floor and seeing the people going up and down the stairs.

Criminal 2 (how I'll call the criminals will be "Criminal" and number. They go from 2-10)

Placed in the library on the second floor, pretending to study, since the person themselves have grades close to failing, he was the perfect candidate. This criminal keeps an eye on the academic areas and potential detective activities near the library.

Criminal 3:

Located in the PE gym, positioned discreetly as if participating in an activity. The person was one of football players, so it was a natural placement decision. This criminal monitors the gym area and keeps an eye on detectives moving between floors if he finds them, but if he doesn't he just has the intel that he and the other will give for me to analyse.

Criminal 4:

Blending in with students in the school yard outside, keeping an eye on activities there. This girl is known to being active and sociable, so her being outside and spending time with people there was pretty normal too. This criminal observes movements in and out of the school.

Criminal 5:

On the first floor, on a distance enough to see the entrance, acting casually hanging out with her friends, who don't know she is a criminal. This criminal observes students entering and leaving

the school and keeps tabs on any detective interactions. She also obviously knows those who are considered smart in our school, and her role was more specific, to find out the time when the detectives arrive at the school, and if in the wardrobe there are someone's belongings too early in the morning, she should take a photo and send me with other criminals to identify who they belong to. Those who come to school too early normally wouldn't exist unless they may try to get a headstart in the investigation.

Criminal 6:

Positioned on the third floor near a popular hangout spot. This criminal observes activities on the third floor and monitors interactions between students. A pretty generic and regular role but it works fine.

Criminal 7:

Near the staircase leading to the third floor from the south. He is just there "playing games" and sometimes interacting with people as to not seem suspicious. Observing the people entering.

Criminal 8:

He is also on the south staircase but on the first floor.

Criminal 9:

She is on the west staircase on the third floor

Criminal 10:

He is on the first floor of the west staircase.

8,9,10 have around the same roles as criminal 7. This was the placement they usually took to be able to gain as much intel as possible.

After gaining the information they sent me as much photos having information as they could and told me as much as they could. Like I thought, indeed 2 people came to school extremely early and one of them was the declared Detectives. Assuming the 2nd person is also average due to making it kinda clear that he is a detective, I was able to know 2 of the detectives and that both aren't a huge threat. So that meant 8 or less of the detectives are higher level. What made me believe that the majority of the one's left are smart, is the fact that they also seemed to be placed for information gathering. I also got one of my criminal allies to set up a small phone which I had from a long ago, which I didn't use. The phone was placed to see who enters the room with the camera's (which were given access to us by the school for this activity due to it's benefits and with them monitoring everything as well. It was hard to convince the teachers but we managed).

4 of the students entered there and stayed for over an hour, meaning that they are pretty much confirmed detectives. In the end, seeing who they also interacted with, 8 detectives were found on the first day. And the last two weren't a sure thing, as we had multiple suspects but this was enough.
On the first day, we successfully gathered information and control over the events of the school, exposing the majority of the detectives identities. The only problem was, that 3 of the criminals (4,5,7) all I know is that they were apparently suspicious so they apprehended them just in case, along with 4 other students (meaning 3 out of 7 were criminals). The 5 though I already knew will be captured as she was hanging around the wardrobe to know who got into school at what time, which is suspicious but an important intel which was what let the next days unfold.

Results of the first day: 3 criminals caught, 8 detectives fully exposed with 2 being one of the few suspects. Gathered enough information, control and made a lot of analysis on the situation. The first part was successful and detectives had 23 incarcerations left for 7 criminals.

2nd day: Due to a loophole being that you can make a big crime at the end or middle of day 3, and Detectives will have to find the person who made a crime until the day ends, it was an obvious decision to make a major crime happen at the last day. Hence for now, it was time to test waters and divert their attention making them think that criminals wanted to take action on day one.

N-Ice, or well, me. Being armed with the exposed detective identities, strategically I go near Detective A's known hangout area. Using one of the people I am talking with frequently, who is a known friend of his, so I just ask to hangout with the friend. After some walking we "accidentally" bump into Detective A. Me and Detective A already had a few interactions so this situation had nothing for the detective to notice. So, now just gotta make sure to not get caught. I initiated a seemingly casual conversation, gathering additional information about Detective A's preferences and habits without raising suspicion. Using that to gain some psychological knowledge on him and even asking his friend some questions as if wanting to know him more. An extremely valuable information, since by my estimations Detective A was the best or second best in the detective group and likely their leader. This was one of the things I'll use later on.

Criminal 2 (Library): Aware of Detective B's routine near the library, discreetly places a suspicious package close to the library, between a classroom and the library. In the package, there is a letter with B's name in it saying "I know you are a detective" written on it. This prompts Detective B to investigate, and obviously to tell to other detectives he was exposed. The remaining criminals did the same and in the end, not only made the Detectives aware that they are already exposed making them doubt their movements, we also by reactions were able to clear out who, out of 5 remaining suspects of detectives are one's. We knew 2 of them were detectives but didn't couldn't know who until this. With this we created a chaos in the setting of the detectives, doubt in their chances to win and clarified all of the detectives. The next move was risky but that's only on the surface, it actually wasn't. This move, was me getting captured and interrogated. It was already prepared beforehand with me making some clues lead to me to be a bit suspicious. But they also would seem kinda too dumb for me, so I wouldn't get

incarcerated. Even if I did though, I already made a separate plan for that and gave them it in details as well as a back-up plan. Anywho, in the end, I was apprehended as a suspect, which was even better for me. They knew they'd not be able to see if I lie or not, so they decided to test me. They gave me a few of their suspects, one of which was criminal 10, so they wanted me to say which I think is the criminal. In the end with reasoning, like the fact that they were close to one of suspicious package part, when it happened, and were there a lot of times since this game started, and due to the lack of surprise by 10. As well thought I noted how he didn't seem surprised by the chaos which they weren't too sure was the case by themselves but accepted it as it was also their suspicion. As well as the knowledge I had on the person made them take the bait and be sure I was being correct. With this criminal 10 was sold for the next day gains of trust and for my strategy which will be easier to implement with me being now trusted by the detectives.

In the end, on Second Day: A lot of disturbance and conflicts occured in the midst of the Detectives as well as me gaining trust and intel towards the detectives played a huge role for the next day. The preparations were done.

Now the most important and huge part of the 2nd Game... The Final Day.

There was a pretty much no-fail strategy which was prepared days prior... I, already having a lot of intel, adaptability and deception as well as Detective's trust, was perfect for a "gambit". Which was, orchestrating my own kidnapping. It was made to get them to fully trust me once they free me as well as due to the rule of them having to focus on kidnapping due to it being a special skill of the criminals, diverting their attention from other major crime which was the actual main aim.

Here's how the kidnapping worked and happened:

Prior to the operation, the criminal team meticulously plans the kidnapping with me leading it. We chose a location within the school with limited surveillance, ensuring that witnesses won't be too numerous or suspicious. The criminal team, including N-Ice, coordinates their movements and actions carefully. Each member knows their role, whether it's the actual execution, acting as a witness, or providing lookout, as well as one of them, being tasked to make a specific crime at a specific time in a specific location. The kidnapping in the end, was successfully made by the 2, 3, 7, 8, 9. The 6 at that time was ready to do the separate major crime. It was also planned to be right about the time where "witnesses" will come and "accidentally" see the kidnapping, we were at the west stairs on the Inbetween of second and third floor at a time where barely anyone on there. And we listened carefully until someone comes and when they did just as we thought, at around the needed time, the kidnapping itself happened. 2, 3, 7, 8, 9 completed it, with 3 and 8 being on the look out and 2, 7, 9 doing the kidnapping.
The innocent individuals, who are not part of the criminal group, became the witnesses to the kidnapping. This adds an element of realism, making the detectives less likely to suspect collusion among the witnesses and the criminals (hence we didn't just use one of our own as a

witness. There could be a possibility of the exposing). These innocents were those who have no ties to the criminal activities, making the staged event seem more genuine, which was the plan. I, at the same time, dropped my pen (which was one from the exhibition and no one else had it). Making the Detectives who are smart, believe I was trying to give them a clue.
In the end the kidnapping operation was successful.
Now then, the Detectives were smart enough to find us although I'm not too sure about their methods, but the witnesses, the pen surely helped them. It was already around 3 PM by the time I was freed by them, meaning they had 2 more hours and after that, one of the innocent people informed the detectives about a possible crime which happened while they were searching for me. They thought that the criminals tried making 2 major crimes at around the same time, one of them being a special ability of the criminals to make them concentrate on it. They were correct about thinking so, but, they didn't know about it being staged. Anywho, they went to the crime scene and since the time was ticking they had to take my help, someone they trust and someone who is capable. I also did expose a criminal before so they relied on me there. This was one of my main aims of the whole kidnapping operation.
The hidden major crime which happened just 10 minutes after my "kidnapping" was made by criminal 6 under my instructions. The crime itself was simple but due to the circumstances hard to solve. From our school's gallery Criminal 6 "stole" 2 trophies and of course it was done with the schools permission for this game. After arriving at the crime scene the clue was, that there was a list of 20 people, one of them was the criminal. I knew they had around 20 incarcerations left (I had no idea the exact amount, it was revealed to be 18), so in the end, I exposed 4 of my allies with good reasoning, those who were the kidnappers. Mainly I was talking with Detective A, who due to the previous events, as well as me being a friend of his friend (making him subconsciously more open to me). They had to do it to catch them, so, they only had 14 other tries for the incarceration. They didn't know who to get, so, I was the one guiding them with good reasoning, also it was made sure that 6th was the one who would be not very suspicious. So in the end, I got them with logical manipulation to incarcerate the innocent people with good reasoning for some (as they gave me their candidates for criminals beforehand, majority of the suspects were in the 20), making them unable to incarcerate the other criminals if they didn't get it right. But if they DID get it right, they'd have no incarnations left, and I would do a quick crime without them being able to do anything. In the end, 8 criminals were sacrificed. The 6th wasn't found as they in the end took out 16 innocent people, and I was seen as an ally. In the end. 2, 3, 4, 5, 7, 8, 9, 10 were caught. While 1 (me) and 6 ended the game with a major crime being done and me being infiltrated as a trusted ally. And there was backups for backups too, so there was no chance for the detectives.

Game 6 of Cat and Mouse: In the next game where I had a significant role, was Game 6. In this game, I was cautious from the beginning since I could see how quickly others adapt. Since in the end the whole train of events and strategies were told to everyone, it was obvious many studied them as the other improved. Especially those who were smart adapted very well. Firstly I'll tell the basics of the Criminals strategy and actions:

First of all, they had 2 geniuses, 4 gifted people and others are around average. Mine had 3 gifted and me with others being around average. It was alright tho since everyone was

coordinated and more or less adapted/experienced already due to the Show itself being a good knowledge source and them having 15 days worth of actual practice.

First of all before the game began (as it's announced a few hours in advance to the people whose role is which, and if you are a detective or criminal you are given your whole group identity.

They had these preparations:

Role Assignment:

Assign specific roles based on individual strengths. Utilize the geniuses for intricate planning, the gifted for diversions, and the above-average for execution. Ensure seamless coordination among team members.

Advanced Surveillance Analysis:

Analyze the surveillance patterns of the detective team, identifying potential weaknesses or patterns. Exploit any predictability in their movements to execute covert actions.

Psychological Studying:

Train team members in psychological manipulation techniques and reading. They already did so from the time of previous groups though, the majority. But after the announcement they also distributed these roles too. One of the things they are focusing on is confusing detective decision-making and creating doubt among their ranks.

Strategic Training:

Same as with Psychology but they analysed multiple games strategies including mine.

In the 6th game, again I'll be calling the "Criminal 1-10" and "Detectives A-I" (with me being N-Ice, and obviously). In this game, we decided that 9 detectives will reveal their identities, all aside from me. First of all, I am the best actor and deceiver so me not being out in the open is quite obvious decision since it'll make Criminals more conscious and more likely be desperate to find the 10th Detective.
Second of all it's much easier to set up traps and observe for me when I'm in the Shadows.
Third of all it's much bigger impact on the game, then as well.

The criminals, aware of the detectives decision to reveal their identities (except for for me) from the outset due to people talking about it which is part of the environmental set-up, went to do the same thing I did... start of with psychological profiling. Each member of the criminal group takes on a specific detective to analyze, aiming to uncover their individual characteristics, decision-making patterns, and potential vulnerabilities. Of course they learned a lot of

psychology after seeing how important it was in Game 2, so it actually was way over 2 weeks of time for them to learn a lot of it specifically.

(what shall be noted is that they also did talk before, all of the criminals and detectives so it's not an analysis from scratch on their side, but it's still good ajd mostly situational since no one has seen almost anyone in this situation or even close to it before)

Criminal Genius 1 (since I specified the amount of geniuses, gifted and regular people in the criminals group, I'll clarify that here) focuses on Detective A, the one who publicly declared their identity and role as the "leader". He observed A's leadership style, interactions with other detectives, and note patterns of cooperation. The criminals plan to exploit A's openness by planting subtle seeds of doubt within the detective group, sowing mistrust and weakening their unity. They also will try to trick him in one way or another.

Gifted Criminal 1 selects Detective B for analysis, recognizing his meticulous nature towards investigating in the process. He observed B's investigative techniques, attention to detail. The criminals decided to use deceptive moves that involve fabrications and misdirection, aiming to lead B down convoluted paths and confuse him.

Gifted Criminal 2 focuses on Detective C, who exhibits a compassionate approach to investigations and is extremely invested in it. The criminals analyze C's tendencies to empathize and strategize as well, as they actually were able to find the detectives meeting spot and got a phone under the table, under a good angle where it's hard to see even if you look under the table and it still is recording decently well. Leveraging this, they plan scenarios where emotional appeals might cloud C's judgment, diverting attention from critical aspects of the game.

Above Average Criminal 1 takes on Detective D, known for their tech-savvy skills as one of the most avid internet explorers and someone who actually is studying things like program coding. They explore D's reliance on technology and devise strategies to manipulate digital clues and create false technological trails that lead the detective away from significant developments. Mostly by creating fabricated clues which he will believe in due to being confident in the technology and comfortable with it.

Above Average Criminal 2 chooses Detective E, skilled in interrogation tactics, due to his social skills and persuasion skills. They analyze E's questioning methods and develop countermeasures to resist interrogation attempts as they know he will be good at it. All the while they subtly planted false information that might misguide E during the interrogations. And in advance making up and rehearsing the fake stories that should be believable and rehearsed until they are natural.

Average Criminal 1 observes Detective F, recognized for adaptability due to some things like camping and other activities he is good at, and his learning ability. The criminals decision was to add elements of strategic ambiguity, where certain situations lack clear solutions or optimal

choices. This tactic forces F to make decisions without complete information which may be way harder even with his adaptability to situations.
Recognizing that Detective G possesses strengths in influence and manipulation, the criminals, led by Average Criminal 2, adapt their strategy to counter and exploit. Knowing that Detective G possesses strengths in influence and manipulation due to information beforehand as well as seeing now that she will use it, the criminals, led by Average Criminal 2, who was the one to take her on, to adapt to her strategy to counter and exploit as well as influence others.
Recognizing G's reliance on controlling information flow, the criminals strategically control what information is exposed to G as they know her circle of influenced people. They manipulate the visibility of certain clues and events, feeding creating information to the people connected to G, where G must rely on incomplete or curated information. This challenges G's manipulative skills by limiting the available resources for influence and what sources to trust which is a difficult thing for her.
Average Criminal 3 takes on Detective H, known for perceptiveness, which they also were able to see obviously from the fact that he seemed to mostly observe as many people as he can. They will furthermore analyze H's observational skills and create situations that test H's ability to distinguish between genuine clues and intentional diversions. Just like how it was with Detective F, they will use ambiguity against the Detective H as well.

Understanding that Detective I excels in analytical observation, the criminals, led by Gifted Criminal 3, craft a nuanced counter-tactic to challenge I's observational prowess.
The criminals craft an intricate negotiation scenario that appears to involve internal conflicts and shifting alliances. This deceptive strategy aims to mislead Detective I, by presenting a facade of negotiations and betrayals within the criminal group. The goal is to exploit I's analytical observation and divert attention from the true motives of the criminals, as they seem now to be not so grouped and to not have much chemistry in fact it seems as if the one's negotiating want their team to lose, because they have many of those they "dislike" in the criminal group.

The second genius of their team was their leader who also collected information on his own and made the most planning and strategizing.
Day 1 actions of the criminals.

This was what they aimed for in their strategy due to it:

Employing a multifaceted approach, the criminals intended to make a complex strategy involving:
Feeding manipulated information to individuals influenced by the detectives, exploiting their connections and shaping perceptions.
Implementing ambiguous and unpredictable strategies to challenge the adaptability of the detective group.
Utilizing deceptive moves such as misdirection, fabrication, and false technological trails to confuse the meticulous investigators and those reliant on technology.
Creating scenarios that exploit each detective's individual characteristics, targeting their emotional vulnerabilities, decision-making patterns, and observational skills.

Strategically controlling the visibility of certain clues and events to challenge influential manipulators and limit available resources for influence.
Crafting a deceptive negotiation scenario involving internal conflicts and shifting alliances within the criminal group to mislead analytical observers and divert attention from true motives.
Manipulating events to isolate detectives from each other, fostering mistrust and weakening unity within the detective group, and at chance to kill those who are vulnerable and alone.
Introducing distractions, misdirection, and intentional diversions to test and overwhelm the perceptive observational skills of detectives.
Simultaneously, the criminals maintain a coordinated effort to confuse, misguide, and disrupt the detectives' collaborative strategies, aiming to undermine their collective effectiveness.

Now then this was Criminals Day 1, but they are also conscious of the fact they 10th Detective, which is N-Ice, is unknown and can ruin everything. So in the end, they have to make a Strategy based on what would have a lot of complexity and key details that are counters to all the 9 detectives they know.

The problem is that it didn't go as planned (which I'll explain why when I'll get to my part of actions) so I'm currently only gonna do an abstract idea of what they wanted to do so this one won't be as concrete. Let's start with Day 2:

Manipulative Approach: Criminals would continue manipulating information channels, targeting individuals influenced by the detectives. They introduce fabricated clues and misleading narratives, creating a disinformation campaign to sow confusion and mistrust.
Ambiguous scenarios: The Criminals intended on engineering situations where detectives face choices without clear solutions or optimal decisions. These scenarios intentionally lack definitive clues, forcing detectives to navigate through uncertainties and make decisions based on incomplete information, exploiting their vulnerabilities in handling ambiguity.
Targeted Deception: Each criminal focuses on executing strategies tailored to exploit the identified weaknesses of the specific detectives they analyzed on Day 1. This includes emotional appeals, deceptive interrogation resistance, false technological trails, and challenges to observational skills.
Maintaining Isolation: The criminals strategically work to maintain isolation among the detectives, minimizing collaboration and communication. This involves creating distractions, fostering mistrust, and subtly undermining the unity of the detective group, also raising the chances to potentially eliminate a detective.
This was their intentions on Day 2.

On Day 3:

Combination of Deceptive Tactics: Criminals intensify their deceptive tactics, combining elements of misinformation, ambiguous scenarios, and targeted deception to reach their wanted outcome on the final day. The goal is to create a chaotic and unpredictable environment for the detectives, inside the school and even in their own ranks.

Major Distraction: To divert the attention of the detectives, the criminals plan a major distraction, perhaps a staged event that appears to be a significant crime like I did with my strategy. This distraction is strategically timed to coincide with the detectives' final attempts to solve the case.
Exploiting Emotional Vulnerabilities:
Criminals strategically leverage knowledge gained from psychological profiling as well as initial information to create scenarios that appeal to the emotional inclinations of detectives, clouding their judgment and diverting their attention from critical aspects of the investigation.
Last-Minute Revelations:
In the final moments of the game, criminals orchestrate unexpected revelations, feeding them new information that challenges the detectives' preconceived notions and strategic plans. These last-minute twists aim to create chaos and uncertainty even further and make as much crimes as possible in Multiple places to not let them catch them all and for a criminal who made a major crime to escape. Making it difficult for the detectives to adapt swiftly and increasing the chances of success for the criminals.

Now then, actions of mine starting from Day 1.

Firstly it was obvious that I needed information and psychological understanding of my own teammates. So firstly I identified their strengths and how criminals can avoid it, or even counter it and turn it against them:

Detective A: Openness and trust might be exploited, leading to potential manipulation within the group. Publicly declaring leadership could make them a target for that especially.

Detective B: Overemphasis on details might lead to susceptibility to deception through fabrication and misdirection. Tendency to overthink may slow down decision-making and add stress which can lead to easier manipulation from the criminals.

Detective C: Emotional involvement could cloud judgment, making them susceptible to scenarios designed to exploit their empathy. Overemphasis on compassion may divert attention from critical aspects which is fatal.

Detective D: Manipulating digital clues and creating false technological trails divert D's attention away from significant developments, exploiting the detective's reliance on technology and coding skills. Although I understood this was one of their ideas, there could be too many ways for them to do this, so instead I told D to send me as much information as he can.

Detective E: Developing countermeasures to resist interrogation attempts, the criminals plant false information and rehearse fabricated stories to misguide E during interrogations. This wasn't something that I figured was needed for me to be dealt with so I decided to not put my focus on E.

Detective F: There's not much ways to exploit someone who is adaptive, this was the hardest one to identify for both the criminals and me. In the end I came to an obvious conclusion as well,

just not giving F enough information and space to adapt. This was by far the most effective way I could think of.

Detective G (Influential): Reliance on controlling information flow could be exploited even if it's very useful for Detectives. I simply asked G to let everyone who gives her information, to memorise who gives which information to them. In the end after seeing a false information it would be obvious that the person was a criminal.

Detective H: Overreliance on perceptiveness might lead to challenges in distinguishing between genuine clues and intentional diversions. Something like information control or fabrication is what you'd usually use against this so I told him to not make any conclusions and just tell me everything.

Detective I: Analytical observation which I uses a lot, may be exploited through deceptive natures. Coming from fabrication, simple lying and misdirection to whatever else is misleading. Overemphasis on analyzing details might divert attention from true motives, and so can overthinking. I didn't think that the negotiation will be aimed at I specifically but I figured it may be, so I warned everyone to be aware of negotiation scenarios, as those may be tricky. In the end it did happen with I but he rejected it as due to my advice.

Me, being aware of Detective A's openness and trust as potential weaknesses, observed interactions closely. I noticed that during specific discussions which I was told about, Criminal Genius 1 strategically asked probing questions, seeking information that could be used later. I have identified the probing nature of Criminal Genius 1's actions as a potential threat to Detective A's openness, making them a suspect for exploiting this particular weakness. Of course I had a few other suspects since many are curious about why only 9 detectives are out and not all if they decided to show their identities. But this guy specifically was the most suspicious of them all by far.

In the conversation between Gifted Criminal 1 and Detective B, I observed a subtle attempt by Gifted Criminal 1 to probe Detective B's investigative style. Of course Gifted Criminal 1 was the only one to be like this, towards almost any of the Detectives the students who are even regular people in this game are curious about the nature of the detectives even more so due to 9 people exposure. But Gifted Criminal 1 also strategically engaged B in discussions related to investigative methods, subtly testing his meticulous nature. It was less open than others and more deceptive by the nature, also knowing the person myself they seemed to be a bit more curious than usual. This probing behavior, aimed at understanding Detective B's approach, as well as the increased interest made Gifted Criminal 1 a suspect in my eyes along with 1 other person whom I later discarded.

Obviously knowing what type of way C can be exploited, I analysed many people's behaviours towards him, and the one who was trying to rely on his emotions the most was gonna be my main suspect. Second Gifted Criminal was tied with 2 others to be main suspects when it comes

by that, but as I was told the other 2 are more regular in that. Although so is the Criminal, so in the end this decision would come later when I'll psychoanalyse everyone from the suspects.

With Detective D it was one of the hardest as he didn't talk with much people so instead I asked D to tell me all the people who are good at technology to the point they made fabricate anything and then if he'll find any fabricated information which is more pointed at technology, to see who could possibly put that (as he can know the exact time it happened he or others, or even me can check the camera's to see who it could possibly be.

Detective E, skilled in interrogation tactics, had interactions with many people including Gifted Criminal 2. I noticed that Gifted Criminal 2, in their conversations, subtly planted specific informations to him and all at the same time he was the most calm when E was "interrogating" people although it wasn't official, specifically the information seemed to be needed for Detective E's interrogative skills. Recognizing this attempt to possibly misguide E during interrogations, as well as the probable preparation, I found Gifted Criminal 2 suspicious and identified him as a main suspect.

Detective F, known for adaptability, was the least of my concern. It was an obvious thing to recognize that there weren't many direct attempts to exploit F's adaptability, as there couldn't be much to do so at all, I tried observed a pattern of withholding information and limiting F's space to adapt. This intentional strategy raised suspicions, leading me to consider those who were restricting F's adaptability as potential suspects. Those people were either the ones who started talking less to him or being less open, and those who were strangely talking to other detectives but not F specifically, making my suspect range have 7 people which was the hardest to crack in the long run.

Detective G, with her influential nature, had her reliance on controlling information flow highlighted by me. I advised G to ask people who provided information to remember the sources. I was observant of any disruptions or anomalies in the information flow that might indicate a breach or manipulation, fabrication, misdirection. This focused attention on those who were in a position to control or influence the information G received. In the end I was able to find only 1 suspect who was a strong suspect about whom I was sure of.

Detective H's overreliance on perceptiveness was noted by me as well. I instructed H not to make hasty conclusions and to share all information without jumping to judgments. Like planned I was keen on monitoring H's reactions and responses to information, especially looking for signs of being misled or manipulated. Any deviation from H's usual discerning approach would raise suspicions during the investigation. As well as those who may arouse that type of reaction from him. I wasn't able to find any suspects on Day 1 just yet.

Detective I, known for analytical observation skills, received a general warning from me regarding potential deceptive scenarios. I, without specifying that I would be a target, advised all detectives to be cautious during any types of information feeding, negotiations and clues. The

emphasis was on fostering vigilance against manipulative strategies, encouraging I to question and verify information thoroughly, or maybe even ask for reasonings of what people say.

Now then I'll disregard any profiling I made on non-criminals to make this shorter:

Criminal Genius 1 (Suspected of exploiting Detective A's openness):

Hot Reading Part -
Background Knowledge: Leveraged prior knowledge from the shared school environment, I aware of Criminal Genius 1's intellectual reputation.
Behavioral Patterns: I also noticed specific attempts to gather information even in casual settings, suggesting a meticulous approach.

Cold Reading Part -
Initial Impression: Projected an intellectual and inquisitive demeanor on A.
Non-Verbal Cues: Paid attention to subtle body language and facial expressions during interactions as told by A who said he was sometimes also looking down at his feat, body etc and not just his face (which I asked everyone to note if they see anything like this)
Adaptive Strategies: Displayed an ability to adjust communication style to extract information without arousing suspicion, for example the parroting which is one of the most casual information extraction methods.

Overall profile -
Motivation: Evident interest in understanding Detective A's leadership style and potential vulnerabilities.
Personality Traits: Demonstrated a strategic and calculated mindset, aiming to exploit perceived weaknesses.
Potential Role: Likely a mastermind or strategist within the criminal group, utilizing intellect for manipulation or sub-leader.

With this I was sure he was a criminal from the Day 1.

Gifted Criminal 1

Hot Reading Part-
Background Knowledge: Utilizing prior knowledge from the shared school environment, recognizing Gifted Criminal 1's academic prowess and learning ability as well as reputation of a gifted child.
General Curiosity: Gifted Criminal 1 was known by both me and other to be curious in the information.

Cold Reading Analysis -
Expressive Style: Demonstrated a high level of curiosity and engagement in intellectual discussions specifically with one of the Detectives, that is B.

Subtle Testing: Used real-time conversations to subtly test Detective B's meticulous nature and approach to investigations.
Strategic Interaction: Displayed a strategic mindset, choosing specific topics during the current interactions to gauge reactions and gain insights.

Overall Profile -
Motivation: Exhibited a strong interest in understanding Detective B's investigative techniques, suggesting an intention to exploit perceived weaknesses.
Personality Traits: Highlighted intellectual curiosity, strategic thinking, and a more deceptive engagement style.
Potential Role: A criminal with almost sure certaincy, who wants to exploit one of the detectives

That's the second one down.

Hot Reading Part -

Background Knowledge: Leveraged prior knowledge of Gifted Criminal 2's academic achievements, indicating high intelligence and strategic thinking.
Deceptive behaviour: Rumoured by some people to be a good liar
Cold Reading Analysis -
Emotional Control: Demonstrated a calm demeanor during interactions with Detective E, showcasing emotional intelligence and strategic behavior, as usually he'd not engage in a conversation with him as to avoid troubles. What's more others were not as calm in comparison.
Strategic Manipulation: Subtly planted information aimed at misguiding Detective E during interrogations, revealing a calculated approach that I noted. At the time I wasn't sure if it's a misguided information but I knew it was an important piece of information which can influence E.
Motivation: Displayed an interest in manipulating Detective E's interrogative processes, highlighting a strategic intent within the criminal group.
Personality Traits: Exhibited emotional control, strategic manipulation, and a focus on misguiding investigative processes.
Most likely Role: Positioned as a manipulative strategist within the criminal group, utilizing intelligence and strategic thinking to exploit Detective E's skills, as it's a crucial part of Detectives work due to it being a special skill of detectives same as kidnapping is for the criminals.

Above Average Criminal 1: He wasn't as suspicious as any others pretty much, so the only thing I had to do, is wait until one of the criminals or ideally multiple would aim at Criminal D and he'd be able to track them down. He wasn't a suspect as of yet.

Cold Reading -
Observed Above Average Criminal 2's strategic focus on Detective G (since I was close by this was much easier), and the attempts to gather information about her sources. The criminal's actions indicated a keen understanding of G's influential nature and reliance on managing the

flow of information. This was deduced in real-time, and thus showcasing for me Above Average Criminal 2's awareness of G's psychological vulnerabilities and attempts to exploit them during the game. Later on, I was informed that this same person was conversing and giving information to one of the people under G's influence.

Hot Reading -
Unfortunately, as of then, I did not have specific prior information about Above Average Criminal 2's background or strategies, personality etc.

Overall Profile -
Above Average Criminal 2 exhibits a nuanced understanding of Detective G's influential role and information control. Their strategies reflect a calculated approach, indicating a pre-existing knowledge of G's reliance on controlling information flow. This suggests a thorough psychological analysis and planning before the game began. The criminal's ability to tailor strategies based on the target's vulnerabilities, combined with strategic adaptability, positions them as a shrewd participant in the ongoing psychological game.

Hot Reading Analysis -
Background Knowledge: I didn't have any real needed intel on the Average Criminal 1, due to them just not having anything going on. I only knew they are a regular person with normal socialization and grades.

Current Observations: I didn't observe Average Criminal 1 closely engaging with Detective F, despite him doing so with every other detective which raised huge suspicion from me as this was one of the things I was taking note of, lack of wanting to communicate with Detective F. In fact none of the criminals which I have uncovered did so. subtly limiting F's space to adapt. The criminal's intentional strategy of withholding information was obvious from here the less information F had the better for them. But this was also one of the ways I got from 7 suspects to one main, being the Average Criminal 1 and from 2 suspects between Gifted Criminal 2 and other person to disregarding the other person as a suspect.

Cold Reading Analysis on the Average Criminal 1:

I, with almost no prior knowledge about Average Criminal 1's individual characteristics, deduced his criminal strategy by analyzing his current actions. The observation of intentional avoidance of F and information restriction suggests a psychological tactic to make it a hindrance to Detective F's adaptability. The criminal's actions align with a broader pattern identified in the ongoing game, positioning them as a potential threat to Detective F's effectiveness.

Overall Profile: Average Criminal 1 demonstrates strategic insight into Detective F's adaptability, by not giving him the information, leveraging intentional ambiguity to limit F's decision-making space. While I do lacks background knowledge, the criminal's actions align with the observed patterns, establishing them as a calculated participant in the psychological dynamics of the game.

Hot Reading Part -

Background Knowledge: Average Criminal 2 is also a regular person who doesn't usually get into any conversations by himself and has a small circle of friends.

Cold Reading Part -

Strategic Focus: Recognized a specific intent to counter and exploit Detective G's reliance on controlling information flow.
Detective G's Influence: Leveraged knowledge of Detective G's influential nature to tailor strategies against her.
Initial Impressions: Perceived a calculated and adaptable approach in interactions.
Interpersonal Dynamics: Observed subtle cues related to information control and strategic decision-making, especially since he was interacting not just with G for a bit but also her informators.
Strategic Adaptation: Displayed an ability to adjust tactics based on observed behaviors and responses.

Motivation: Displayed a keen interest in countering Detective G's influence by manipulating information flow.
Personality Traits: Exhibited adaptability and unusual extroversion which is weird for his usual behaviour.
Potential Role: Likely serves as a key strategist, specializing in exploiting influential figures through information manipulation. Since the attack was on G specifically and her influenced people. No doubt a criminal.

Hot Reading Part -
Background Knowledge: Gained insights into Average Criminal 3's personality through a casual conversation in the shared school environment.
The Analysis: It's a regular person, who is introverted and wants to be aware of their surroundings

Cold Reading Part -

Initial Impressions: Recognized a strategic and observant demeanor during recent interactions.
Behavioral Patterns: Paid attention to cues indicating an understanding of perceptiveness and responses to information. It all also lined up with my abstract idea of the motivation of the whole Criminal group as well.
Strategic Intent: Identified signs of intending to manipulate Detective H's discerning approach through deceptive tactics which seemed prepared in advance.

Overall Profile:

Motivation: Displayed a deliberate focus on exploiting Detective H's perceptiveness through deceptive scenarios.
Personality Traits: Exhibited a strategic and calculated mindset, with an emphasis on misdirection. And more will to socialise than normally.
Potential Role: Likely serves as a strategist specializing in creating scenarios to challenge and manipulate perceptive individuals like Detective H.

Hot Reading Analysis -

Background Knowledge: Gathered information about Gifted Criminal 3's academic achievements and intellectual prowess, known within the shared school environment.
Intellectual Curiosity: Utilized knowledge of Gifted Criminal 3's intellectual reputation to assess the criminal's likely approach to the game.
Detective I's Analytical Observation: Recognized the potential for manipulation based on Gifted Criminal 3's intellectual capabilities. Fits for the grand scheme of things.

Cold Reading Analysis -
Initial Impressions: Observed a highly intellectual and curious demeanor during recent interactions.
Questioning Style: Analyzed Gifted Criminal 3's approach to discussions, looking for cues indicating a calculated mindset. Which were obviously discovered.
Manipulative Strategies: Identified signs of potential deception and misdirection in Gifted Criminal 3's conversational tactics. I got to know about someone trying to negotiate with I, which he did decline and he looks like the most fitting for that role due to his capabilities and currently involvement.

Overall Profile -

Motivation: Displayed a keen interest in manipulating Detective I's analytical observation skills.
Intellectual Prowess: Demonstrated a strategic and calculated mindset, using intellectual curiosity for deceptive purposes.
Potential Role: Likely serves as a mastermind or strategist, leveraging intellectual capabilities to outmaneuver Detective I.

Patterns which gave me the idea of the criminal team's future actions and let me counter them:

Detective A (Openness and Trust): Criminal Genius 1 probed Detective A's openness, aiming to manipulate potential weaknesses in leadership and trust. I have recognized this pattern of probing and strategizing.

Detective B (Overemphasis on Details): Gifted Criminal 1 engaged Detective B in discussions about investigative methods, subtly testing B's meticulous nature. The pattern involved understanding and exploiting B's investigative style.

Detective C (Emotional Involvement): Gifted Criminal 2 strategically focused on Detective C, exploiting emotional vulnerabilities and using scenarios designed to manipulate empathy. I have observed a consistent pattern of emotional manipulation.

Detective D (Reliance on Technology): The criminals planned to manipulate digital clues and create false technological trails to divert Detective D's attention was my initial assumption. After this by Detective D it was noted about a pattern of exploitance of someone trying to feed D false information. We were able to find the exact person who did that is Above Average Criminal 1.

Detective E (Interrogation Tactics): Gifted Criminal 2 planted specific information to misguide Detective E during interrogations, highlighting a pattern of strategic manipulation targeting E's skills.

Detective F (Adaptability): Criminals intentionally restricted Detective F's space to adapt, raising suspicions. Yet again have recognized a pattern, this time the most important one, of withholding information and limiting F's adaptability. And exactly who did that only confirmed all my previous analysis and reasonings.

Detective G (Influential Nature): Above Average Criminal 2 strategically focused on Detective G, aiming to counter and exploit her influential role. N-Ice identified a consistent pattern of targeting influential figures.

Detective H (Overreliance on Perceptiveness): Gifted Criminal 3 sought to manipulate Detective H's discerning approach through deceptive tactics, revealing a pattern of exploiting perceptiveness.

Detective I (Analytical Observation): Gifted Criminal 3 aimed to manipulate Detective I's analytical observation skills, showcasing a pattern of leveraging intellectual curiosity for deceptive purposes.

Starting with the criminals' Day 1 actions, I observed a consistent pattern of targeting specific weaknesses in each detective. Deductively, I reasoned that this pattern indicated a deliberate strategy aimed at exploiting individual vulnerabilities.
After thjs... Analyzing the criminals' focus on manipulating information channels and introducing ambiguous scenarios, I deduced that they were working toward a multifaceted approach. My deduction involved generalizing their actions to form a hypothesis: the criminals intend to create complexity and uncertainty in their strategy.

Inductively, I considered the various tactics employed by the criminals on Day 1. These tactics, all believed true or found true most of the time, collectively led me to the conclusion that the criminals were adapting their approach for each detective based on observable behaviors and weaknesses.

By inducing from empirical observations, I formed the idea that the criminals intended to escalate their tactics on Day 2 and 3. The inductive process involved combining multiple premises to obtain a specific conclusion: the criminals' strategy would evolve over time. Abductively, I began with an incomplete set of observations, especially considering the unknown 10th criminal. Proceeding with the likeliest possible explanation, I formed the hypothesis that the criminals, conscious of my presence, would create a strategy with complexity and key details counteracting the 9 detectives they knew.

Abductively, based on the incomplete information about the criminals' plans for Day 2 and 3, I inferred the likeliest explanation: a combination of deceptive tactics, major distractions, and exploiting emotional vulnerabilities. Abductive reasoning allowed me to make the best decisions with the information at hand.
Through this process, I have systematically applied deductive, inductive, and abductive reasoning to understand the criminals' strategy, form hypotheses, and make informed predictions about their future actions.
End of Day 1... I pretty much ended the game almost already but this wasn't all yet obviously. Hardest part is getting to know the 10th criminal.

Before we start Day 2 and Day 3...

Here's how I got to the last Criminal, Genius Criminal 2

Analyzing Patterns:
I have consistently analyzed the behaviors, interactions, and strategies of the known criminals and detectives. By identifying patterns in their actions, by at times tracking them down, I was able to narrow down the suspect list, which was narrowed down significantly to only 4 people by intelligence levels, allibies etc.

Information Control Focus:
Recognizing that Genius Criminal 2 had a focus on information control, especially with Detective G, I have strategically observed the dynamics between G and the other detectives. Any disruptions or anomalies in the information flow became potential indicators of the elusive Genius Criminal 2.

Observing Detective G's Reactions:
I have paid close attention to Detective G's reactions and responses to information. Any signs of unexpected behavior or discomfort during information sharing could signal interference from Genius Criminal 2. This observation helped narrow down potential suspects. To 3 this time, due to the nature of the information.

Strategic Misinformation:
Leveraging my knowledge of criminal strategies and information control, I have strategically introduced misinformation among the detectives myself. This misinformation was designed to expose any attempts by Genius Criminal 2 to manipulate or exploit the information flow, further

revealing their presence, as well as confirming if they can know about what I tell the detectives, which he did. And it was how I was able to find the phone under the table.

Communication Patterns:
I have closely examined the communication patterns among the criminals and detectives as much as I could. By monitoring who interacted with whom and the nature of these interactions, I could identify any unusual or strategic communication that aligned with Genius Criminal 2's focus on information control.

Detective G's Sources:
As part of his information control strategy, I have urged Detective G to keep track of her information sources. Any discrepancies or unexpected sources could indicate the influence of Genius Criminal 2. This method helped narrow down the list of potential suspects. And in the end I arrived at a conclusion of who is the last detective.

Through a combination of these strategic actions, keen observation, and deductive reasoning, I have ultimately uncovered the identity of Genius Criminal 2 and exposed their role within the intricate web of the criminal group. At that time, it was Day 3 though when I was able to gather all of this information and analyse.

Starting with the criminals' Day 1 actions, I observed a consistent pattern of targeting specific weaknesses in each detective. Deductively, I reasoned that this pattern indicated a deliberate strategy aimed at exploiting individual vulnerabilities.
After thjs... Analyzing the criminals' focus on manipulating information channels and introducing ambiguous scenarios, I deduced that they were working toward a multifaceted approach. My deduction involved generalizing their actions to form a hypothesis: the criminals intend to create complexity and uncertainty in their strategy.

Inductively, I considered the various tactics employed by the criminals on Day 1. These tactics, all believed true or found true most of the time, collectively led me to the conclusion that the criminals were adapting their approach for each detective based on observable behaviors and weaknesses.
By inducing from empirical observations, I formed the idea that the criminals intended to escalate their tactics on Day 2 and 3. The inductive process involved combining multiple premises to obtain a specific conclusion: the criminals' strategy would evolve over time.
Abductively, I began with an incomplete set of observations, especially considering the unknown 10th criminal. Proceeding with the likeliest possible explanation, I formed the hypothesis that the criminals, conscious of my presence, would create a strategy with complexity and key details counteracting the 9 detectives they knew.

Abductively, based on the incomplete information about the criminals' plans for Day 2 and 3, I inferred the likeliest explanation: a combination of deceptive tactics, major distractions, and exploiting emotional vulnerabilities. Abductive reasoning allowed me to make the best decisions with the information at hand.

Through this process, I have systematically applied deductive, inductive, and abductive reasoning to understand the criminals' strategy, form hypotheses, and make informed predictions about their future actions.

Day 2 I strategically disseminated misinformation among the detectives, introducing subtle details that contradicted the criminals' fabricated clues, due to the huge amount of analysis and reasoning I made and the amount of information I got. This aimed to create confusion among the criminals and disrupt their planned disinformation campaign, making them doubt their further actions.

Ambiguous Scenarios Counter:
I did anticipate the criminals' creation of ambiguous scenarios as it was an obvious thing that would happen, and proactively worked to provide additional context and clarity where possible. By addressing potential uncertainties upfront, I undermined the criminals' attempts to exploit the detectives vulnerabilities in handling ambiguity especially in those with whom it's specifically effective

Collaboration and Communication Enhancement:
Recognizing the criminals' strategy to maintain isolation among detectives, I have actively encouraged collaboration and communication. What's more majority of the troubles they wanted to make I already predicted so they didn't even have the capability of making them. By fostering a more united front among the detectives, I have aimed to counteract the criminals attempts to weaken unity within the group and not gain chances of eliminating the detectives

(I still didn't show myself doing that to the criminals but it was obvious from their actions)

At this point the criminals knew that the 10th detective was pulling the strings but had no idea how to deal with it. While I was gaining information and narrowing down the suspects while disrupting their strategies.

Day 3:

Deceptive Tactics Unveiled:
Me, having identified the criminals' focus on deceptive tactics, worked to unveil and expose these tactics during interactions. By preemptively addressing potential manipulations, and deceptions, I didn't let my group get misdirected at all. I aimed to undermine the effectiveness of targeted deception and create skepticism among the detectives.

Emotional Vulnerabilities Mitigation:
Understanding the criminals' plan to exploit emotional vulnerabilities through the obvious. I have engaged in proactive discussions aimed at mitigating the emotional impact of potential revelations. By addressing emotions openly and transparently, he sought to minimize the potential disruptive effect of emotionally charged scenarios.

Swift Adaptation to Last-Minute Revelations:

In anticipation of the criminals' plan for last-minute revelations, I have prepared the detectives for unexpected twists and emphasized the importance of swift adaptation. This proactive approach aimed to reduce the chaos and uncertainty created by the criminals' planned disruptions. But I didn't actually let the criminals have any chances as I have already revealed all of the criminals and incarcerated them in less than an hour.

Most of these didn't even have time to happen so I solved them like this abstractly without much detail needing to be given.
In this way I was able to secure the victory against them.

(Feats are verified with videos, tests and screenshots)