WHY SIESTA IS UNDERRATED IN SCD

A META-SCALING ANALYSIS OF THE ACE DETECTIVE



CHARACTER: Siesta
Series: The Detective Is Already Dead
Source Material: Volumes 1–13 + CODE RED
SCD Classification: Event Architect / Meta-Strategist / Preemptive Detective
Primary Scaling Domains: Strategic Planning, Foresight, Event Manipulation, Posthumous Influence, Psychological Engineering

INTRODUCTION

Within the SCD community, Siesta is frequently underestimated or improperly scaled despite possessing some of the most sophisticated long-term strategic feats in modern LN intelligence scaling.

The primary reason for this disconnect is simple:
Most readers scale intelligence through visible reactive feats.

Meanwhile, Siesta's intelligence is fundamentally: proactive, hidden, distributed across timelines and dependent on delayed causality.

This creates a severe perception gap between:
casual scaling,
and full-context scaling.

CORE PROBLEM: THE "VISIBLE INTELLIGENCE" BIAS

Most SCD communities prioritize:

- direct mind games
- high-pressure outplays
- visible deduction
- adaptive gambits
- and immediate manipulation.

Characters such as:

- Baku Madarame
- Akiyama Shinichi
- Yumeko Jabami
- Ayanokouji kiyopon

benefit heavily from this format because their intelligence is:

constantly showcased in real time.

Whereas Siesta operates differently. She specializes in:

- pre-incident control
- future conditioning
- posthumous influence
- identity engineering
- and delayed strategic activation.

As a result: many of her strongest feats are not immediately recognized as intelligence feats.

Here are the various reasons Siesta is currently the most underrated character in SCD.

REASON 1: THE ANIME HEAVILY DOWNPLAYS HER SCALE

We all know most people in the community don't read **Light Novels** or **Mangas** purely relying on the anime adaptation of a specific series when scaling characters which leads to a lot of inaccurate scaling levels and what some call Bias takes. Tanmoshi is no different in this case as most people just watched the anime and wrote her off because of how poorly the series was portrayed specifically in the

explanation of the character's thought processes and reasoning behind a conclusion or action taken. This makes people write off such feats because they don't get them. For instance, take the "**3 billion yen sapphire"** case into consideration. Kimi noticed that Saikawa Yui could see through her covered eye but his reasoning, subtle manipulation of the Dining Hall scenario, hours spent reviewing every single concert Saikawa had organised and taking note of her movement patterns and dance choreography which should be extremely difficult for someone visually impaired, noticing that she could see his expressions and actions despite him being at her left side (blind spot) and many other things. For those of you wondering how he indirectly manipulated Yui and Nagisa at the dinning room:

He intentionally sat at the end (leading the way subconsciously making nagisa follow his every move like he followed Siesta)
Called out the fact that they were too far apart to have the conversation about the case at hand making Yui feel the need for them to come closer
Intentionally got up and walked towards her supposed **blind spot** to see if she would mind (if she really was blind she wouldn't be able to see them and would have to strain her neck just to do so) he also knew if she was actually blind, he'll just write it off as a subconscious mistake and apologize
With this he subconsciously made nagisa forget that she's supposed to be the detective and blindly follow his every move
Intentionally baiting Yui to lie that she had gone to the police about the theft notice so as to confirm the authenticity of her claim

Yeah the rest feats are just COLD READING and REASONING.

As you can see, none of these were pointed out in the anime adaptation so no one noticed it (well smart people who pay close attention to detail actually caught it). The anime adaptation presents Siesta primarily as:

- a talented detective,
- combat-capable heroine
- and an emotional partner figure.

However, the LN reveals:

- long-term strategic frameworks
- predictive modeling
- global legacy systems
- memory-resistance operations
- and event architecture spanning years.

Important omitted/downplayed feats include:

- the Heart Transfer Plan (HTP)
- SEED orphanage infiltration
- memory wipe resistance
- posthumous legacy network
- Nagisa identity engineering
- pre-crime resolution methodology
- and world-level SPES forecasting.

This creates a massive gap between:

- anime-only perception

- and full-source scaling.

REASON 2: HER FEATS ARE DISTRIBUTED ACROSS MULTIPLE VOLUMES

Unlike many SCD characters whose intelligence is concentrated into one arc, one game or one conflict, Siesta's scaling is cumulative.
Her feats are spread across:
Vol 1 → foundational methodology,
Vol 2 → HTP and Hel operation,
Vol 3 → orphanage infiltration and psychological engineering, foundation of the HTP and X planning
Vol 4 → manipulating Arsene into stealing and giving the sacred text to seed and then guiding the Federation to the truth that he gave the text to SEED and labelling him a traitor (further showing her total control over the actions of SPES throughout the years and guiding hel → Nagisa by extension into her designated role from back at the orphanage at Vol 3 i.e siesta's successor and a valuable asset)
later volumes → contextual reveals and retroactive scaling.

This means: many readers never connect the full strategic chain.
Her feats only reach their true scale when all timelines are analyzed simultaneously.

REASON 3: SIESTA IS A PREEMPTIVE DETECTIVE, NOT A REACTIVE ONE

Traditional detectives: <u>solve crimes after they occur.</u>

Siesta's philosophy explicitly rejects this.

From CODE RED: "*First-rate detectives resolve incidents before they even occur.*"

This changes her entire scaling structure.

Instead of:reacting to scenarios, she:
- engineers future conditions
- controls operational variables
- predicts enemy movement
- and manipulates event flow beforehand.

This makes many of her best feats appear "less flashy," despite requiring significantly greater strategic complexity.

REASON 4: EVENT ARCHITECTURE IS DIFFICULT TO SCALE

Most SCD debates focus on direct confrontations, tactical victories or closed-system mind games. Siesta instead specializes in **EVENT ARCHITECTURE** Meaning:

- shaping the conditions of future events,
- creating successor systems,
- constructing delayed operational chains,
- and influencing outcomes across timelines.

Examples include:

- HTP & X planning
- the Four-Person Legacy,
- Nagisa's creation,
- Bat's preservation,
- legacy seeds,
- and posthumous mission continuation.

This form of intelligence is less visible but exponentially more complex.

REASON 5: HER BEST FEATS REQUIRE RETROACTIVE INTERPRETATION

Many Siesta feats are not explicitly explained. The reader must infer:

- hidden motives,
- operational intent,
- psychological setup,
- and delayed causality.

For example: Nagisa initially appears accidental. However later volumes imply:

- deliberate identity construction,
- emotional conditioning,
- and future role engineering.

This creates a major issue. Casual readers interpret: "**coincidence**"
whereas full-context analysis reveals: **long-term strategic orchestration.**

REASON 6: HER INTELLIGENCE IS HYBRIDIZED

Siesta combines:

- detective reasoning,
- strategic planning,
- psychological manipulation,
- operational foresight,
- emotional engineering,
- and intelligence-network methodology.

This makes her difficult to categorize. Most SCD communities prefer characters with:
singular specializations. Examples:

- Baku = adaptive mind games,
- Ayanokoji = control/manipulation,
- Ranpo = deduction,
- Johan = psychology.

Siesta overlaps multiple categories simultaneously. As a result, her scaling becomes harder for communities to process consistently.

REASON 7: POSTHUMOUS INFLUENCE IS UNDERVALUED IN SCD

One of Siesta's greatest strengths is **Posthumous Strategic Influence.**
She manipulates events after death, leaves active operational systems, creates successor structures and guides future outcomes indirectly. Examples:

- the legacy network,
- Natsunagi,
- the four-person team,
- memory triggers,
- recorded guidance systems,
- and delayed operational reveals.

This is one of the highest forms of planning in fiction.
However: many SCD discussions undervalue posthumous influence because:

it lacks direct confrontation and unfolds gradually.

REASON 8: HER THINKING PROCESS IS INTENTIONALLY HIDDEN

Unlike characters whose narratives expose every thought, Siesta:

- withholds plans,
- conceals information,
- and operates independently.

This causes readers to underestimate the preparation complexity because the setup is hidden until payoff. Characters like Baku are easier to scale because the narrative constantly highlights their reasoning. Siesta's methodology instead resembles **silent operational intelligence**.

REASON 9: PEOPLE SCALE HER AGAINST THE WRONG ARCHETYPE

Siesta is often compared directly to gamblers, manipulators or pure deductive specialists. This creates inaccurate expectations. She is fundamentally a **Strategic Event Architect** Closer comparisons would be:
Lelouch vi Britannia → long-term planning
Johan Liebert → psychological influence
Sherlock Holmes → deduction
Makishima Shogo → ideological control.

She is not a "single-domain genius." She is a **multi-domain strategic hybrid**.

OVERALL META-SCALING

SIESTA'S TRUE SPECIALIZATION

Domain (category)	**Scaling (tier)**
Strategic Planning	S+
Foresight	S+
Event Manipulation	S+
Posthumous Influence	S+
Psychological Engineering	S
Deduction	S
Manipulation	S
Operational Control	S+

FINAL CONCLUSION

Siesta is underrated in SCD because her intelligence is subtle, distributed, long-term and heavily contextual. Most readers evaluate intelligence through immediate visibility, reactive brilliance and direct confrontations. Siesta instead operates through:

- future conditioning,
- operational architecture,
- identity engineering,
- and posthumous strategic influence.

Once all LN + CODE RED material is combined, Siesta scales as one of the characters with elite foresight, planning, strategies and one of the strongest “event architect” characters in SCD discussions.

PS:
https://docs.google.com/document/d/1bgt5KRu7kJ1kZJ7kyI9RqrCG4eYNvfnJe_qwsS1wUaY/edit?usp=drivesdk

One of the documents with siesta's feats currently available rn (others are still being made or already dropped)

Others:
https://docs.google.com/document/d/1hAd5C2htHOpyABFmrXeIfOOjmT8fcG_XPoyK5Hy-w4A/edit?usp=drivesdk (ayanokouji Y3V3 by me)