Kanade Otonokoji Chapter 3 mini analysis

Analysed by u/Economy_Echo_8500/Echonomy

Original post:
https://www.reddit.com/r/IntelligenceScaling/comments/1ps6y36/kanade_chapter_3_mini_analysis_is_finally_here/?utm_source=share&utm_medium=web3x&utm_name=web3xcss&utm_term=1&utm_content=share_button

Some notes:

This is my first analysis and it's a small one, so tell me if there's anything I should improve on. I looked at a few videos to refresh my memories and this video in particular helped me out, so credits to them: https://youtu.be/0rlSst3IVVQ?si=-kxWqOamlek-bmEl

Kanade is operating within a fixed system, the killing game, so her scheme required a lot of complexity thinking (which is further convoluted due to the people actually in her trial. Them being, Hibiki, Sora, Syobai, Mikado, Yuki, Iroha, Nikei, Teruya, Yoruko and Shinji)

Kanade was extremely cautious the entire plan through, her plan was extremely convoluted. She most definitely thought over about her plan decompositionally. There are several different moving parts (a total of 23 tactics with contingencies and adaption) to create her strategy, breaking them down into smaller singular moves to keep track and have control over her strategy.

Although she was planning the double culprit as the killing game started, her plans relied upon her setting (strategy logistics + logical manipulation). One thing that's important to note is that the cast arrived at the third island and meanwhile Kanade was orchestrating her strategy, which i believe took 3 days. This was also to further stalk Iroha and learn her routine to drug her.

She also adapted her plan for the new setting (planning acclimation, strategy flexibility, strategy logistics, strategy complexity, PSI, FRI, fluid intelligence)

Chapter 3 strategy analysis:

Kanade has 3 plans:

- Firstly frame Hibiki
- Secondly frame Iroha
- Lastly, confess herself as the culprit (Planning aim + intricacies + acclimation + recovery + coverage + contingencies)

Kanade implementing her plans is extremely stressful for her and requires multiple singular tactics to develop strategies that are resilient and have to be aligned. This entire chapter portrays mental fortitude, stress tolerance, multi-tasking, discipline and emotional engagement.

To prevent Iroha from having any alibis in the afternoon, she drugs her coffee. However, Sora drank it instead. (First instance of divine luck). First tactic. (Logical manipulation, concealment, acting skills, EU, planning intricacies, strategy orchestration)

Kanade then texts setsuka to come to the pool area. Setsuka arrives at the pool while Kanade was hiding inside. Kanade chooses her because Setsuka was close to Hibiki and threatened Kanade's complete control over Hibiki. Killing her would further psychologically damage her sister. Second tactic. (Psychological warfare, demoralisation, emotional manipulation, decision making, EU, EE, EP, EF, inter emotional management, perception, observation, VCI, strategy logistics, strategy orchestration)

The pool records are currently displayed as: 8:44am | (Kanade)- IN 8:45am | (Setsuka) - IN

Remember that entries and exits are anonymous, i'm just stating the names to cover any confusion.

She deduced that she can creatively and logically manipulate the logs. (Deductive reasoning.)

Rules: A person has to enter an 'attraction' with their handbook. Whenever used the first time, the system registers it as 'IN'. If the same handbook is used again, it is registered as 'OUT' The handbook's owner name is anonymous You don't necessarily have to use your handbook A lot of her VCI, misdirection, strategy shielding and concealment feats in this chapter is due to constant exploitation of this specific deduction.

As soon as Setsuka enters the pool, she's knocked unconscious by the taser. Putting blood packs all over her to make it seem like she was dead. Third tactic. (Fabrication, acting skills, EE, EF, concealment, emotional + logical manipulation, demoralisation, psychological warfare)

Kanade steals Setsuka's handbook and texts Hibiki to come to the pool, Kanade gives Hibiki her own handbook to enter into the pool. Fourth tactic. (VCI, FRI, strategy logistics)

Hibiki saw Setsuka's 'dead' body and this breaks her. Fifth tactic. (Psychological warfare, emotional manipulation, logical manipulation, VCI, EE, EU, EF, EP, inter emotional management, foresight scope, concealment, acting skills, fabrication).

The pool records are currently displayed as: 8:44am | (Kanade)- IN 8:45am | (Setsuka) - IN 9:22am | (Kanade) - OUT {actually Hibiki entering}

It states that the first anonymous person leaves the pool through the records, but this is actually Hibiki going inside the pool. Therefore, Hibiki, Kanade and Setsuka are all in the pool, whilst it displays that the second person is only at the pool through the logs. (Logical manipulation, concealment, strategy orchestration, VCI, FRI, fabrication/falsification, misdirection)

Kanade and Hibiki both stab Setsuka's torso simultaneously, in perfect synchronisation to make themselves the culprits. (Hibiki is manipulated by Kanade.) Sixth tactic (Perception,

PSI, strategy complexity, strategy logistics, decision making, setting up traps, EU, EE, inter + intra emotional management, abstract reasoning). The reason why it's intra emotional management is because of handling the extremely stressful situation of synchronising herself with hibiki, although she can do this, the stress of messing it up is still heavy as the entire strategy falls apart if this isn't completed properly. (She does have the contingency in place, but it would still be preferable and more efficient to get it right the first time). The entire strategy pivots at this vital tactic.

Kanade also brought a medkit (specifically antibiotics) just in case Setsuka didn't die properly, (to heal her and then try again). This antibiotic bottle dropped which was the next instance of divine luck. Contingency. (Planning contingency, cautiousness, critical thinking, abductive reasoning, planning coverage, strategy shielding, planning intricacies, decision making, intra + inter EM, EF).

Kanade then uses Setsuka's handbook to leave the pool so she can get the tools for the dismemberment process. The logs display that Setsuka left the pool.

The pool records are currently displayed as: 8:44am | (Kanade)- IN 8:45am | (Setsuka) - IN 9:22am | (Kanade) - OUT {actually Hibiki entering} 9:54am | (Setsuka) - OUT {actually kanade}

Note that Kanade uses Setsuka's handbook to exit the pool, but it manipulates the log to make it seem that both people who entered the pool at 8:44am and 8:45am left individually at 9:22am and 9:54am. When in actuality, Kanade leaves the pool, and Setsuka's dead body and Hibiki in her manipulated state is still inside the pool. Seventh tactic. (VCI, FRI, Concealment, fabrication/falsification, misdirection, logical manipulation, strategy complexity, strategy logistics, planning coverage, EE, EF, strategy alignment)

Kanade returns with her tools within 3 hours. She assumed Iroha was drugged, therefore allowing her to frame Iroha due to her lack of alibi.

The pool records are currently displayed as: 8:44am | (Kanade)- IN 8:45am | (Setsuka) - IN 9:22am | (Kanade) - OUT {actually Hibiki entering} 9:54am | (Setsuka) - OUT {actually kanade} 12:54pm | (Kanade) - IN

Hibiki leaves a sign outside the pool to deter anyone from entering. This simple singular move is entirely logical and makes the others believe that there is some sort of technical/maintenance issue with the pool, therefore they wouldn't enter it. It's also due to their fear of breaking the rule, that perhaps monocrow/mikado would punish them. It entirely castles Hibiki and Kanade to dismember Setsuka's body. Eighth tactic. (VCI, FRI, EU, EF, concealment, logical manipulation, fabrication/falsification, misdirection, strategy alignment, strategy shielding, planning coverage, observation, perception, indirect manipulation)

Kanade dismembers Setsuka's body into pieces so it can be transported, this process took 5 hours. Nineth tactic. (Strategy alignment, EE, stress tolerance, mental fortitude)

Kanade hides Setsuka's torso due to the stab marks revealing that the killer's dominant hand (since Kanade is left handed). This would damper her plan. Note that Kanade considered

this, which is why she targeted Iroha and stalked her, as only herself and Iroha were left handed. Furthermore, the stab marks also display that there were two killers, which the entire strategy relied upon. Tenth tactic. (Strategy shielding, planning coverage, planning contingencies, strategy alignment, critical thinking, abstract reasoning)

Hibiki disguised herself as Kanade, using Setsuka's hands to alter her appearance (body shape) and to have constant access to Setsuka's handbook. What's important to note here is that Hibiki is simply following orders from Kanade. Kanade's project on Hibiki was going on for several years, developing her into a puppet. Part of her plan was to decoy herself so it looked as if she had an alibi, which obviously worked. Kanade had to know herself, what she is, her emotional state, behaviours, how she acts, how she looks like etc. and this was developed into Hibiki for several years. This displays an immense amount of emotional realisation, recognising her own emotional and behavioural states to indirectly deceive everyone into believing she was present at the parade. Eleventh tactic.

The pool records are currently displayed as: 8:44am | (Kanade)- IN 8:45am | (Setsuka) - IN 9:22am | (Kanade) - OUT {actually Hibiki entering} 9:54am | (Setsuka) - OUT {actually kanade} 12:54pm | (Kanade) - IN 17:24pm | (Hibiki) - IN 17:25pm | (Kanade) - OUT

(Strategy complexity, strategy logistics, strategy shielding, planning intricacies, EP, EU, EF, ER, indirect manipulation, logical manipulation, mass manipulation, concealment, fabrication/falsification, VCI, FRI, VSI, crystallised intelligence, observation, perception, critical + complexity + holistic thinking, abstract + abductive reasoning)

Hibiki (manipulated by Kanade) uses Setsuka's handbook to text Iroha and tells her to come near the Haunted Mansion at 18:00pm. Because this would prevent Iroha from going to the parade and this will prevent any alibi she will have for the evening - making her more suspicious. It's important to note that Kanade currently assumes that Iroha was drugged for the entire day, although she wasn't drugged and instead Sora was drugged, this singular move would've strengthened her original tactic, but because of this plan failing, this specific tactic wasn't as effective, but her meticulous planning, this singular move was fortified. Twelfth tactic. (Strategy alignment, strategy shielding, EF, EU, logical manipulation, indirect manipulation, perception)

Hibiki (disguised as Kanade) removes the pool sign and goes to department A. Hibiki removes her disguise and enters the haunted mansion so Iroha would see Hibiki. This is done so Iroha would tell everyone that she saw Hibiki enter the ghost house and it will make Iroha herself look suspicious. And make it seem like Iroha is trying to frame Hibiki because there was seemingly no evidence that Hibiki entered the mansion. Thirteenth tactic (Indirect manipulation, logical manipulation, strategy complexity, strategy alignment, strategy shielding, EF, EU, EP)

Hibiki enters the ghost mansion with Setsuka's handbook. This is to conceal the time and location of Setsuka's death, to make it seem that Setsuka entered the mansion and got killed with no 'out' record. Hibiki would leave the mansion with her own handbook to manipulate the logs into displaying 2 'in' records. Obviously, this was devised by kanade. Fourteenth tactic.

The haunted house records are currently displayed as: 17:55pm | (Setsuka) - IN {actually Hibiki} 17:57pm | (Hibiki) - IN {Hibiki exiting the haunted mansion}

(Strategy alignment, strategy complexity, VCI, FRI, planning coverage, planning intricacies, logical manipulation, indirect manipulation, abductive reasoning, concealment, misdirection, fabrication/falsification)

Hibiki cut the wires to the fuse box to diffuse all the lights in the mansion, and later put out the fire in the fireplace. The blackout was done to reduce vision for anyone else coming into the mansion. This was to put more suspicion on Iroha, as she was near the mansion when this happened. One thing to note is that Hibiki caused the black out in two minutes, this suggests that Kanade had previously mapped out and definitely visualised the haunted mansion and where the fireplace + fusebox would be located. Making it easier and more efficient for Hibiki as she would've told her the locations of the light sources. This would've been part of her preparation process before implementing her strategy. Fifteenth tactic. (Logical + indirect manipulation, concealment, strategy complexity, strategy logistics, strategy alignment, strategy shielding, planning coverage, planning intricacies, perception, VSI, observation, VCI, misdirection, fabrication/falsification).

Hibiki, disguised as Kanade, met up with everyone else to make it seem that Kanade has an alibi. This was another creative trap set up by Kanade. 16th tactic. (Logical manipulation, fabrication, strategy alignment + complexity, social awareness, setting up traps)

Note that Kanade had planned this entire thing out extremely intricately, down to the specific timings. Because as Hibiki met up with the others, the real Kanade was implementing the next strategy at 6pm. The same time where Hibiki met with the others. Completely concealing the next stages of her strategy. Kanade stuffed Setsuka's chest in one of the parade dolls that travelled from department C to A because the chest was too large to fit in the chimney. Kanade would've visualised the size of the chimney and concluded that it wouldn't fit Setsuka's chest, opting for another route to retrieve Setsuka's chest, in which was an extremely clever and creative manner. Sure, later on the class would've found out about this during the trial, but retrospectively this was obviously at the work of divine luck. The concealment of the body part and transportation of it was way too innovate and out of the box for anyone without divine luck to think about. It really displays Kanade's creativity throughout her strategy, which stems from the accumulated knowledge from her previous 50-60 murders. She utilised her setting extremely well, and was aware of several approaches that she could've done. She transports the body parts divergently through different means that were castled and protected due to her fake alibis. 17th tactic. (Strategy logistics + alignment + complexity + resilience + shielding, planning intricacies + coverage + acclimation, divergent + critical + holistic thinking, abductive + abstract reasoning, concealment, FRI, EE, EF, crystallised intelligence, fluid intelligence, VSI, FRI)

At 6:10pm, she gets on the monorail and throws the body pieces successfully (due to her pitcher talent) from above, into the chimney of the ghost house. The ghost house was in the monorail route between C and A. She uses the monorail timetable to her advantage so she can throw 7 body parts down the chimney instead of 4. The monorail passes C-A only 4 times per hour. There are two trains going in both directions. Kanade gets on the second train at 6:10pm and throws one body part between C-A. Then she gets off at stop A from

train 2, from that stop she takes the first train to go in the opposite direction at 6:20pm. She goes back through the A-C route and throws another body part. She gets off the first train at C to take the second train from the same stop. This process repeats until she throws all 7 body parts using both trains in an inter exchangeable manner. The aim of this section of her strategy was to pass through the C-A route as much as possible. (There are only 3 stops). This entire 18th tactic is severely underrated for some odd reason and glossed over. This entire process is rigorous and a huge physical burden, coupled with the fact that Kanade is transporting body parts. Of course, she's done similar before, but this was extremely stressful because even 1 miss (out of her 7 attempts) would mess up her entire strategy's progress. The sheer timing and repetitiveness definitely wore Kanade down in some way. It's a very clever exploitation of her surroundings and was able to conceal all 7 body parts successfully due to her out of the box thinking. She also obviously had to visualise the precise points to throw each body part (including the weight, height, force etc.) and this was the first time she was doing anything like this. She had to be successful no matter what, so she had to calculate the necessary calculations to actually throw each body part, mind you off a literal moving vehicle into a small hole (considering it couldn't fit Setsuka's chest which is 90cm). I would imagine she did the calculations beforehand, but even then it's extremely impressive considering the stakes and how she did this the first time (which is aided by her talent but doesn't take away the merit). Also the fact that she recognised her own strengths and utilised her dart throwing ability to her advantage displays her intrapersonal emotional and physical awareness. 18th tactic. (Strategy complexity + alignment, PSI, learning ability, FRI, VSI, WMI due to memorising the monorail timetable and the quickest route to maintain A-C/C-A, EE, ER, perception, observation, intra EM, mental fortitude, stress tolerance, planning coverage, planning intricacies, crystallised + fluid intelligence, critical + convergent + decompositional thinking, abstract reasoning)

It's important to note how much effort, physical and mental toil, Kanade put in her plan, it took 3 days to plan it out fully, and an entire day executing it, whilst maintaining her composure during the class trial. Insane amounts of intra EM, EE, mental fortitude, stress tolerance and strategy alignment.

Kanade then goes to the storehouse in department A where the parade dolls had arrived from department C to retrieve Setsuka's chest from the doll. Meanwhile, everyone else started to search for Setsuka, Hibiki (disguised as Kanade) went to search in department A. Hibiki removes her disguise here. Kanade obviously predicted that everyone by the time of the parade's finish would start to panic due to Setsuka's absence, so she planned that Hibiki would "search" for Setsuka, whilst in actuality she would be progressing her strategy further. The blackout was to divert Sora's attention. 19th tactic. (Strategy alignment + logistics, concealment, foresight scope + horizon, logical manipulation, planning coverage, misdirection)

Kanade hides behind the haunted mansion and waits until Sora leaves, so she can signal Hibiki to carry Setsuka's chest from the storehouse to the mansion. The body parts that Kanade threw from the monorail and into the chimney of the mansion, had landed on the fireplace. But Sora didn't see them because the area was dark due to the blackout. 20th tactic. This is simply Kanade's strategy progressing, so strategy alignment can be awarded here.

Hibiki enters the mansion by scanning Setsuka's handbook with the hands disguised as her chest (to alter her body appearance to match Kanade's). Therefore Hibiki herself doesn't have an out record but it doesn't matter since the logs don't reveal that information. So once again the logs are manipulated. All it shows that 3 people entered the mansion that day and only 2 of them left, although Hibiki and Sora only actually ever went to the mansion, it fabricates the murder location to make it seem that Setsuka was murdered in the mansion.

The haunted house records are currently displayed as: 17:55pm | (Setsuka) - IN {actually Hibiki} 17:57pm | (Hibiki) - IN {Hibiki exiting the haunted mansion} 19:24pm | (Sora) - IN 19:36pm | (Sora) - OUT 19:42pm | Hibiki - OUT {Hibiki actually entering}

(VCI, logical + indirect manipulation, concealment, misdirection, fabrication/falsification, strategy logistics + alignment, strategy complexity, planning coverage)

Hibiki places the body parts from the fireplace and on the altar (including the chest and the hands in her possession) and brought the blood packs that kanade stole and splattered them all over the floor. It's important to note that Hibiki is still in her puppet state, and she placed the body parts in the dark. Kanade obviously planned this and would've told Hibiki where to place the different body parts due to the lack of light. 21st tactic. (VSI, FRI, fabrication, strategy alignment, perception, EF)

Hibiki drops her hairpins near the 'crime scene' so Kanade can strengthen and shield her strategy just in case of her original plan failing of framing Iroha, she can frame Hibiki instead since it would make logical sense that Hibiki in a traumatic state would become desperate, as thats what her personality before suggested. 22nd tactic. (Strategy alignment, planning intricacies, logical manipulation, sophistry, strategy orchestration, misdirection, strategy shielding)

Hibiki uses Setsuka's handbook to lure everyone to the fabricated crime scene, as she hides behind the folding screen. Then Hibiki pretends to arrive alongside everyone else to discover the body, and Kanade snaps her out of her trance state. Kanade's strategy relied on many pivotal parts, such as throwing the body parts into the chimney and the double culprit synchronisation, however it's crucial to consider her manipulation and exploitation of Hibiki, as without Hibiki, Kanade wouldn't be able to execute her double culprit plan. Hibiki's memories of what she's done is completely erased and Kanade only knows the entire truth, this further shields her plan as there would be a high chance of Hibiki confessing to the double murder if she had retained her memories. Kanade is in complete control over the narrative and has several avenues of sophistry and logical manipulation throughout the trial, marking as several contingencies. 23rd tactic. (Information control, strategy logistics, strategy complexity, strategy alignment, strategy shielding, planning intricacies + coverage + contingencies, concealment, misdirection, emotional manipulation, EE, EF, EU, EM, acting skills for Kanade acting as if she wasn't involved, and it's very impressive to note that no-one suspected her due to her appearance from the fatigue of actually executing her plan, so that would also be crystallised intelligence due to the prior experience of orchestrating complex murders.)

The first half of her strategy is extremely complex and revolves around 3 major points. Exploiting Hibiki's puppet state, the double culprit trick and the transportation of the body

parts. There were (from what I revised) 23 tactics that all had to be harmonious to complete her strategy, which boosts her strategy alignment considering the fatigue, mental fortitude and emotional management due to the stress, and her emotional engagement with the actual strategy itself. She was very cautious and meticulous in her planning, predicting the others actions well ahead and using her environment to her advantage. The fabrication/falsifications of the log systems is very impressive considering how versatile it is (including the versatility of other tactics), as she would use them to frame Iroha/Hibiki. She had a deep understanding of what she was doing and all the moving parts, she had good social integration within the actual class due to their dependence on her from the first and second trials. She has good social awareness due to her gauging Setsuka's influence upon the group as a whole (and on her sister). This plan required a ton of thinking + reasoning, especially an expanded perspective.

During the trial:

Every plan was executed and set in motion, Kanade would firstly frame Hibiki with the evidence. Stating that it wouldn't be illogical due to Hibiki's deteriorated mental state. That Hibiki would do something just as desperate as murdering Setsuka, utilising the ghost house to further push her 'sound' reasoning of the motive behind the crime. This trial up until this point has been extremely short, and this was due to Kanade's preparations. She already built enough influence and lead her class twice before in each class trial, so she is trustworthy by this point to vote out Hibiki as the perpetrator. They would be partially correct, but would ultimately lose the trial anyway due to the trick. However, syobai finally intervened. But of course, Kanade expected Syobai intervening and correctly predicted all of his arguments beforehand, giving her much stronger refutations and better premises. It's specific to note that Kanade has extremely good intra EM throughout the trial, although as mentioned before for other reasons, Kanade is arguably in an extremely advantageous position (if there was no divine luck involved) due to her information control and directing the narrative. But despite that, she doesn't get too cocky/arrogant and pushes on to finish the class trial. Another thing to recognise is Kanade's cognitive decoupling. Kanade whilst constructing her plan, obviously foresaw all of Syobai's arguments and the direction that the class trial would go in. Kanade cognitively decoupled herself, detached herself, and saw herself through the others and mostly Syobai's perspectives. She then pieced together her own case, solving it and finding points of interest that would arise suspicion or give a clue, so that she can later refine her arguments to cover them up. I'm sure this is another feat that most people don't even realise, but it buffs Kanade exponentially in several categories, mostly EP, EU, perception, strategy shielding, sophistry, all thinking categories + all logical reasoning categories. Her case is extremely complex and requires an insane amount of deductive, inductive, abductive and abstract reasoning skills.

(EF, EP, EU, Intra EM, Inter EM, foresight scope and horizon, logical manipulation, indirect manipulation due to her reputation, leadership, influence building, sophistry, concealment, information control, FRI, creativity, VCI due to the constructed arguments and refutations, psychological warfare due to the demoralising feelings the class went through of trying to solve the case but being unable to do so, social awareness, planning intricacies + coverage, strategy resilience, mass manipulation, acting skills due to this phase of the trial revolving around her creating logical theories to solve the case, critical + complexity + holistic + convergent + divergent + decompositional thinking, deductive + inductive + abductive +

abstract reasoning, crystallised + fluid intelligence, cold reading, situational adaptability, environmental adaptability due to adapting her original plan to consider and utilise the resources of her environment, decision making, caution, demoralisation, psychological warfare)

After her plan of pinning the murder onto Hibiki failing, and refuting Syobai's accusation, she utilised the deadlock to propose that Iroha would be the murderer. As it would match up and recognise Syobai's original arguments. That the killer is left handed, which only applies to Kanade and Iroha. Kanade had already defended herself and directed the narrative into pressuring Iroha into a confession. She already foresaw Iroha being unable to properly defend herself, which gave her more credibility in her theories and generally increase the suspicion on Iroha. Furthermore, Iroha could be blamed for the suspicion previously mounted onto Hibiki as Iroha was situationally manipulated and confirmed to be by herself the entire day, other than seeing Hibiki. Kanade predicted this through pattern recognition, abductive reasoning and EU, understanding Iroha's behaviours and her inability to defend herself. It's a very good strategy due to her adaption from blaming Hibiki to blaming Iroha, validating Syobai aswell. (EP, EU, EF, logical + indirect + mass manipulation, social awareness, strategy shielding + flexibility, planning acclimation + coverage + intricacies, situational adaptability, sophistry, misdirection, acting skills, perception, observation, FRI, VCI, fluid intelligence, critical thinking, abductive reasoning, information control, psychological warfare, demoralisation)

This strategy only failed due to the intervention of divine luck, specifically Mikado stating that he saw Iroha painting, giving her an alibi.

Kanade's concealment of the transportation of the body parts is extremely creative as mentioned before, making Sora and Syobai stumped. There were various logical inconsistencies for Syobai's theories of how the body was transported (via the monorail and chimney) that Kanade pointed out. It's interesting to note how Kanade refuted the arguments. Although logically it made sense (reinforced by her reputation of being logical and correct throughout the first two trials) she was starting to crash out. But this for some reason is always interpreted as "KaNaDe hAs sHiT eM" no, you just don't know how to comprehend the media. This was a strategic move that Kanade done to direct suspicion onto her. Her previous strategies failed, but even those failures are successful due to it aiding the next strategy. Accusing Hibiki -> Fails -> Aids her to accuse Iroha. Accusing Iroha -> Fails -> Aids her to direct the suspicion onto herself. Another thing to note about Kanade's Intra EM, and this applies to other high/top tier characters as well, EM 'anti-feats' don't even matter that much. Kanade is believed to have bad Intra-EM (which she doesn't, I'll touch upon this later). Character's are always going to crash out, it's literally just normal human behaviour, what matters is when they actually crash out. Yuuichi has good Intra-EM, but when he was referred to as 'Yuuichi Shiba' by Tsukino, Yuuichi grabbed her hand and stated seriously to 'not call me by that name'. This wasn't a major anti-feat because of the minimal consequences that followed. Or Light Yagami falling for the Lind L Taylor trap (I'm probably going to make a separate post of this bc many people are mistaken that this is an intra-EM anti-feat), sure the consequences was that L was able to confirm his deductions, but it wasn't detrimental to Light. Light Yagami, holistically and retrospectively, had no reason to suspect the broadcast, and it was simply a really good feat by L to exploit Kira's emotional state. Anyways, there are only small 'anti-feats' for Kanade (which are explainable) in

intra-EM, but is outside of ch3. (Creativity, critical thinking, divergent thinking, strategy alignment, strategy flexibility, situational + social + cognitive adaptability, FRI, VCI due to refutations, PSI due to processing of Syobai's arguments and quickly refuting them, foresight scope + prediction, EP, EU, Intra-EM, EF, Inter-EM, EE, planning intricacies + coverage + acclimation + recovery, all cats logical reasoning, concealment, misdirection, acting skills due to acting like she was being cornered, sophistry, cunningness, perception, observation, social integration, leadership, influence building, social awareness, all categories manipulation, unpredictability, psychological warfare, demoralisation, judgement, decision making)

So, Kanade helps lead the entire class to the actual culprit of the case, herself, and indirectly makes Sora deduce that Kanade is the culprit due to her ultimate pitcher talent. It logically makes sense after Sora's deduction, and this directs the suspicion onto Kanade, which was aided by her previous strategies failing. It's very interesting to note that Kanade strategically puppeteer and manipulated the entire trial and the narrative, the trial's complexity was extremely rigorous and gruelling, which pushed everyone to think. Even Mikado was actually providing helpful insights. It's not that the people in the trial were necessarily dumb, but rather disadvantaged due to Kanade's better premises. There are 10 people actively against her, and they are still manipulated to firstly dissect Kanade's strategy of framing Hibiki, then dissect her strategy of framing Iroha. She strategically accused herself last because she knew the exhaustion of the trial (further pushed by the extreme amounts of stress) would cause misjudgements within the class, making them vote her out as the sole culprit, which was her plan. (EP, EU, EF, all cats manipulation, information control, all cats deception except for bluffing, perception, observation, psychological warfare, all cats thinking, all cats reasoning, general adaptability, foresight scope + horizon, social awareness, leadership, influence building)

But of course, Sora had intervened again, due to her intuition (divine luck) and solved the final piece of the puzzle. Aided by Syobai's theory of the double culprit due to the abdominal area being missing. Further reinforced by the medicine bottle.

The fact that Kanade's strategies held up even against several instances of divine luck genuinely portrays how invincible, intricate and intelligent Kanade is. And of course, her strategies were curated under the guise of previously assuming that she was in a somewhat realistic reality (however she would deduct that she's in a simulation later on), and had no idea of a literal divine force against her. And this divine force had to intervene several times throughout her plan just to BARELY overturn her, she lost only ever barely, and it was down to literal luck. This incredibly boosts all of her categories, especially planning, strategy and trap evasion.

"We're not sure how the culprit didn't notice this, but it was this single bottle that allowed us to prove the double blackened theory" - Sora.

This demonstrates that it was uncharacteristic for Kanade, who has gotten away with complex murder schemes over 60 times, who curated an extremely intricate, cautious and convoluted plan would gloss over something so big. It was also the only time Kanade actually lost her cool (not an intra EM antifeat) since it was impossible for her to mess up like that. There were various instances of divine luck at play, and even against these odds

Kanade's strategy's resilience and planning invincibility didn't fall apart. You have to realise that the bottle dropped BEFORE kanade left for the dismemberment tools. When she came back, the dismemberment and cleaning process (since she needed to clean up the fake and real blood) took 5 hours. Would Kanade really had miss the bottle? There is literally no way she wouldn't miss the bottle whilst dismembering Setsuka and cleaning the real crime scene. This then obviously means that the bottle was glitched or some sort for Kanade to miss it, this is the most crucial point of divine luck, since it literally proves the theory of the double culprit, ruining the entire point of Kanade's plans.

Another thing that I quickly want point out, as raised by u/BetterBreakfast2699, (shout out to them) is that Kanade did have to adapt her general murder method for this specific case. Although it does follow what she previously did for her 60 prior murders, she had to create a misdirective case, rather than erasing the entire case itself. She had to create a case where Setsuka could even be found, (as she would go through the trial to win and graduate), which is something innovative for her due to her previous methods. And this is further implied due to Setsuka's torso piece never being found. Demonstrating FRI, creativity, strategy complexity, misdirection, overall adaptability, learning ability and boosts all her categories immensely.

Before her execution, she revealed that she has incriminating evidence of the entire killing game and the voids due to Setsuka's final note. Of course, the others wanted to know what it was, and Kanade correctly perceived and understood their desperation, due to her gauging the group's dependence on Setsuka and her leadership, so she burned the note and took the information to the grave. How ruthless. (Psychological warfare, social awareness, EP, EF, EU, emotional manipulation, planning recovery due to her further breaking Hibiki's mental state, PSI, FRI, VCI, WMI, concealment due to concealing the note the entire trial, information control due to her only ever knowing what the note's contents were, even after Monocrow tried downloading the note later on, it was long deleted, abductive reasoning, information gathering)

And her final feat, she instantly deduced that she was in a simulation (which was aided by her previous observations of Mikado's magic) due to her watching the video of her killing her own parents. She pieced together that her intentions were already carried out, and that she was actually aged down. (VCI, PSI, FRI, observation, perception, critical + complexity thinking, deductive + inductive + abductive + abstract reasoning).

Thank you for reading, this took quite some time so please share this mini-analysis, that would be appreciated.