Hello you Inmanity monkeys, it is I, the servant known as Jibril, here again with another document of Isagi more focusing on his Full-Scale intelligence. This will not just include categories that are limited to his FSIQ, but also his reasoning abilities such as his strategic complexity and formulation. I hope this doc gains him some respect in the SCD community and possibly reach Tokuchi's tier as a sports intel character.



Color index

- VSI, or visual spatial index will be highlighted as green.
- VCI, or verbal comprehension index will be highlighted as light blue
- PSI, or processing speed index will be highlighted as blue.
- WMI, or working memory index will be highlighted as orange.
- FRI, or fluid reasoning index will be highlighted as red.
- CPI, or cognitive processing index will be highlighted as purple.
- Any other intelligence categories such as perception or strategy will be highlighted in pink and also be in parenthesis.

Visual Spatial Index

What does it mean to be a striker? This question has many answers, one may say it's the most important player on the field, others will say the player with the most responsibilities. In Isagi's eyes, this position belongs to the player whose ego devours all. Just how do you "devour"

someone in a simple game of sports? The answer is your skills and ego. A striker is a player whose spatial skills must be sharpened to the max in order to bring their team's goals.

ISAGI LEARNS WITH BLUE LOCK MAN

After clearing the first selection, Isagi moves onto the second but he must first clear a challenge presented to him. That challenge was to score 100 goals in a room with an active A.I goalkeeper as the difficulty increases as he progresses.

A ball spawns in from the left hole of the wall and Isagi has to score it in for a point. Isagi reads the height and distance of the room before the ball is shot to create an opportunity for him to score. Isagi perceives the ball's trajectory speed and distance to get to the landing spot while also figuring out the distance between his positioning and the GK. Using this formulation, Isagi is able to score but he must continue progressing as the challenge is yet to be concluded.

Later on the challenge when the difficulty increases and the defensive countermeasures are projected, Isagi needs to come up with a new formula to continue scoring goals as he was. Isagi processes the volume of the room at a very fast pace (PSI) all while he reads the position and movements of the defenders and goalkeeper (Bodily-Kinesthetic). By moving to the landing spot while perceiving the trajectory and rotation of the ball, Isagi is able to kick it but to his surprise, the goalkeeper was able to block it. Isagi admits his spatial reading and calculation was perfect but wasn't able to conclude what the missing piece was until a second later he figured out it was accuracy (intrapersonal).

After figuring out his missing piece, Isagi is able to add it to his formula and adapt his technique to this change (Adaptability). (FRI) Using trial and error, Isagi once again executed his formula while grasping all the factors of the challenge present which includes:

- The three moving defensive dummies
- The ball's trajectory and where it's launched
- The positioning of the goalkeeper

By figuring these key components, Isagi is able to score through the obstacles with ease despite struggling earlier. (FRI)

This concludes that Isagi uses spatial awareness and positioning when he scores regularly. His direct shots have a structure and formula of its own which is composed of Spatial Awareness X Direct Shot (Positioning + Impact technique) = Goal. (FRI)

ISAGI's PERFECT CENTIMETER BLOCK

When Bachira went solo in the 4v4 match in second selection, Isagi was the only one that read Bachira's shot course and extended his leg out to deflect the ball. What's impressive about this is the narrator implied that Bachira would've scored if Isagi was even a centimeter off.

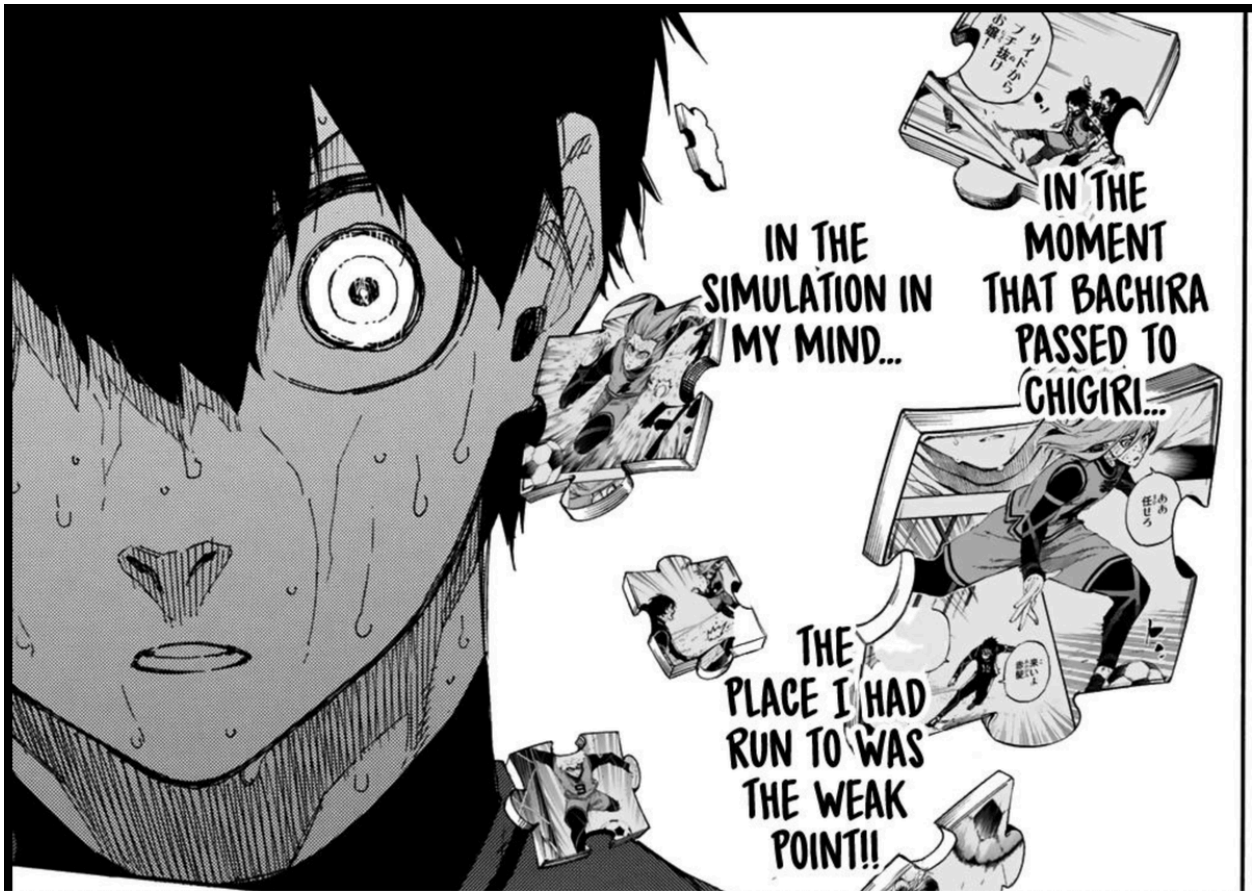

IF IT HAD BEEN OFF BY A CENTI-METER...
BUT, THE BALL...
RAN-DOMLY...
MERCI-LESSLY...
...PERHAPS THE DESTINIES OF THESE EIGHT PEOPLE WOULD HAVE BEEN DIFFERENT.

Isagi perfectly read Bachira's path and the aiming of the shot before it was even going to happen based on his EQP (read the FSEQ doc for clarification). This highlights Isagi's perfect spatial accuracy.


THIS IS MY VICTORY...
...BECAUSE I BELIEVED IN BACHIRA!!!
IN THAT MOMENT...

Isagi is always running simulations in his mind

Isagi in the 100-goal challenge tells us that he is always running simulations in his mind to visualize the best result and every possibility



THE ULTIMATE VSI ABILITY: METAVISION

What is Metavision? You will hear this term a lot so let me go into full details of how Isagi was able to learn this.

During the Bastard vs Manshine match, Isagi watches the movements of Kaiser and how he plays. This matters because Isagi sees Kaiser as his ideal form; his abilities and playmaking skills are what Isagi strives to learn. When a teammate Ness was possessing the ball, Isagi sees Kaiser and notices how he wasn't even looking at the ball and didn't seem to wait for a pass, instead moving to the best spot to receive a pass.

Isagi starts to deduce Kaiser's line of thought and even replicates this thinking.

- *Isagi uses fluid reasoning to determine the two visions humans have. A- Central Vision, when a human is perceiving a line of direction from his sight. B- Peripheral Vision, low quality sight outside the central vision. (FRI/Bodily-kinesthetic)*

- *Isagi knows it is important to absorb as much information on the field as you can with your peripheral vision. (FRI)*
- *Points out the flaw of a delayed decision-making speed if you focus too much of your central vision on the ball. (FRI)*

Isagi is able to deduce that by constantly inputting new information about his teammates, opponents, and the ball, Kaiser is able to move to the best spot in the field. This deduction is correct and what's more impressive is it was after Isagi had only noticed this once. (Deduction) (FRI) (Anticipation since Metavision users always know where the ball is going to go)

Moreover, Isagi continues brainstorming as he starts using an analogy of the state of the field being 2D and the image of a play a player can visualize would correlate to 3D. If each player moves then having a vision that can anticipate that and destroy their movements can be considered a vision of a 4th dimensional being. (Do not take this literally)

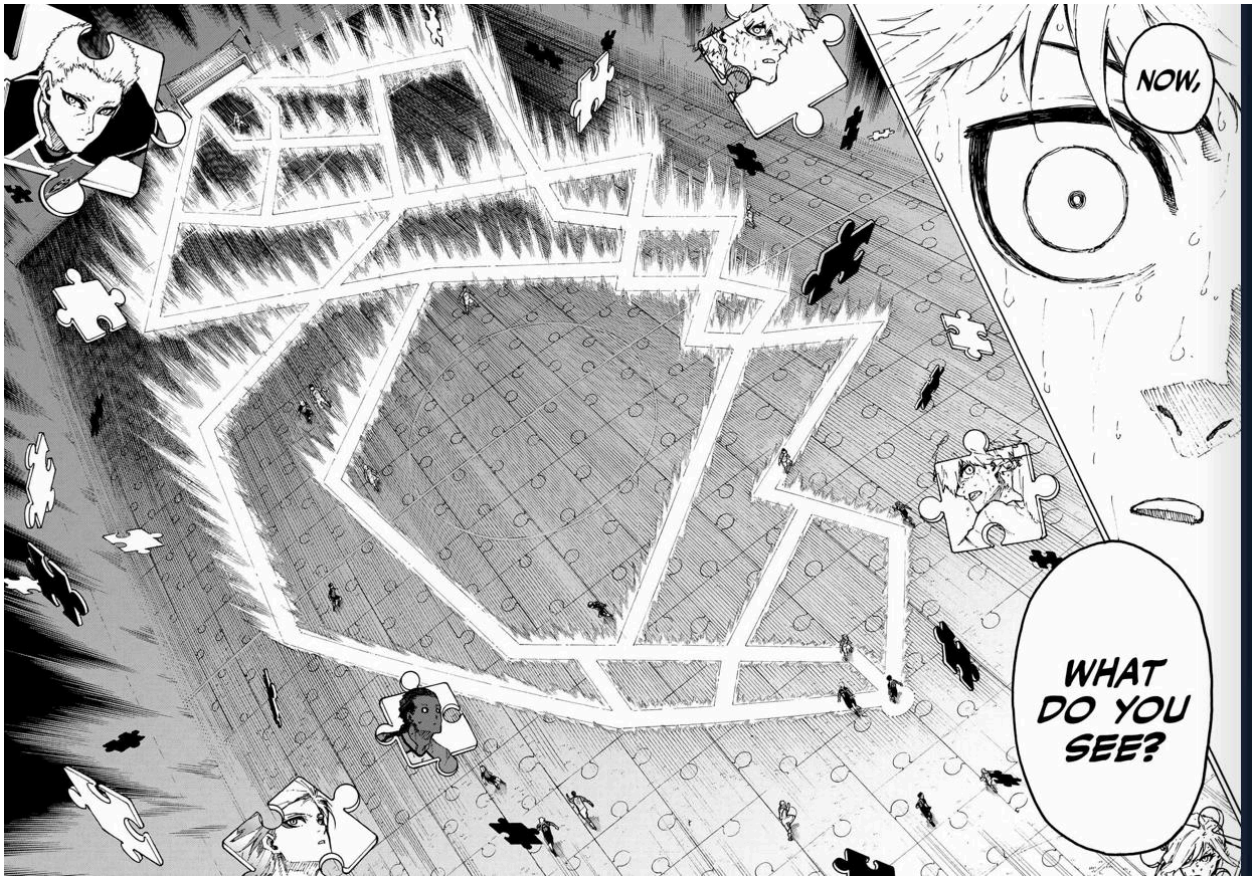
Realizing that only by overlapping your perception and spatial awareness can you have the vision that can score goals and read everything on the field.

Using this new thought process, Isagi starts envisioning his play to fit the descriptions and soon gains the ability to read every player on the field. Isagi starts seeing not just himself but every player as a pawn in the eye of a 4th dimensional being, and by doing that, he can simultaneously process every movement and even the thinking everyone has.



Isagi is also able to read the routes of the field during this match when he realizes all his pathways were null until his master Noa backed him up which gave him multiple good routes.


MY BEST SCORING OPTION ...?!!
NO, THAT'S ALSO NO GOOD, YOU GOTTA BE KIDDING ME! FUCK...
THEN-WHAT ABOUT THAT OPTION...?!
THAT WAY'S NO GOOD. THEY'LL CATCH UP...
WH...
WHAT?



Isagi also knew the perfect 30 distance meter between himself and the goal, displaying his accuracy and observation.


AND SLIP IN BEHIND HIM!!!
ISAGI
TSK
ONLY
30M LEFT.
I'LL KEEP GOING FOR-
I COULD USE SOME SUPPORT.
KUNIGAMI'S IN THE WAY!
I'M STILL OUTSIDE MY RANGE...
JUST TWO DFS LEFT!!
BASTARD
MUNCHEN

TLDR: Isagi is a perfect visual analyzer and executioner since he's always visualizing the movements and pathways of everyone else in the field to create himself the best space to occupy for the game. Isagi knows the perfect spatial requirement as he did with Bachira's shot deflect and calculated the meters he had before reaching the goal. Isagi is also running simulations in his mind every time to predict every possibility and visualize opportunities. Metavision amps his VSI like crazy since he simultaneously processes everything all at once without betraying a single thought.

Verbal Comprehension Index

Isagi and Noa

During the Neo Egoist League, Isagi was training and felt that it wasn't enough. Dissatisfied, Isagi approaches his respective master Noa and asks for guidance. Now starts asking Isagi a series of questions to help Isagi improve his intrapersonal abilities.

- "*What is your weapon?"- Noa*
- *"Direct shots."- Isagi*
- *"And what is necessary for you to use that weapon?"- Noa"*
- *"To get past my opponents and be unmarked when near the goal." - Isagi*
- *"And what is the play necessary to do that?" - Noa*
- *"To have a wide field of view, and to have the stamina and focus to keep searching for a hole in the enemy's defense during the 90 minutes of the match"- Isagi*
- *"And to do that, what abilities are necessary?"- Noa*

Isagi was unable to answer, despite being able to verbalize most of the abilities he possessed. Noa judges him for this and tells him to reconsider his way of thinking in which he is able to visualize his play and also verbalize it.

Isagi actually takes this lesson to mind when he applies it to when Noa allies with him in the Manshine match. First, Noa asks him what he is able to see, in which Isagi replies he's able to visualize many options. Secondly, Noa asks Isagi if those options are attainable realistically, which of course the answer was yes. Noa asks again if Isagi is no longer unable to verbalize any unwanted thoughts like "I don't know". Isagi replies with yes. The best option Isagi took was the one that can surpass Kaiser.

Isagi verbalizes Metavision

Isagi passes out due to the overwhelming stamina cost of metavision and is met by Noa after the match. Noa asks Isagi if he was able to surpass Kaiser, to which Isagi answered yes. Noa questions Isagi his current goal, to which Isagi addressed that he wanted to surpass Kaiser as a goal scorer. Noa tells Isagi if he can verbalize the thought process necessary to. Isagi grows his verbal comprehension index and is now able to verbalize it.


I WANT TO DEFEAT KAISER
AS A GOAL SCORER!
...OK
CAN YOU VERBALIZE YOUR THOUGHT PROCESS.
IN THE LAST GAME, I FOUND A NEW WAY TO UTILIZE MY BRAIN AND VISION...
YES!
I CAN!
META VISION?
I CALL IT META VISION!


UM...IT'S KINDA LIKE... I CONSTANTLY KEEP TRACK OF EVERYONE USING MY PERIPHERAL VISION...
BY DOING SO I WAS ABLE TO READ THE GAME'S OVERALL FLOW...
BUT THAT WASN'T ENOUGH...


I THEN REALIZED THAT EVERY PLAYER HAS THEIR OWN "EGOCENTRISM"...!
IF I CAN CRUSH THAT, I CAN BRING DOWN MY ENEMIES' LEVEL OF PLAY!
FURTHERMORE, IF I LINK MY "EGOCENTRISM" WITH THAT OF MY TEAMMATES', I COULD CREATE A CHEMICAL REACTION....


OH!
SORRY.
I'VE BEEN RAMBLING ON ENDLESSLY....
NO, IT'S FINE.
CONTINUE.


I WANT TO HEAR MORE.
SO, IN THAT LAST PLAY, IN THAT SPLIT SECOND, MY PLAYMAKING SURPASSED KAISER'S.
NOW THAT I KNOW WHAT I LACK, I CAN'T WAIT TO START TRAINING.
BLUE LOCK

Working Memory Index + Processing Speed Index = Cognitive Processing Index

Metavision Isagi is constantly adding information which needs a great mind to process every piece of info.

Isagi is adding in every detail. Every piece of information that Isagi takes becomes available for his next course of action.

This is everything Isagi processes in a **very small time span:**

- Processes Kunigami's movement and his confrontation with Agi.
- Processes Reo and Kaiser's positioning and every possibility of their next potential route.
- Processes the info that BM's defense is wary of Nagi and can tell where he's moving next.
- Processes every possibility of Chigiri gaining a pass.

Isagi also has to memorize every information to occupy the best space.

ALSO A CPI FEAT


AND TRY TO PROCESS EVERYTHING INSIDE MY HEAD!!
UGH... THIS IS TIRING ON THE EYES AND BRAIN...
ISAGI
11
I MOVE MY NECK AND ADD MORE INFORMATION TO MY VIEW...!
AT SOME INTERVALS...
THEY'RE MORE WARY OF NAGI'S MOVEMENTS...
CHIGIRI'S RUSHING TO THE SIDE.
MOVING TO WAIT FOR A PASS IN HIS OWN ZONE.

LINE

- Processes Ness' position and his current activity.
- Processes Kunigami's state.
- Envisions Kurona's direction.

Need to memorize this.

CPI



LINE

You get the gist of things, Isagi has to process all of this in a very short span while also memorizing their coordination which adds up to CPI too.



More clarification

PSI: Isagi in Metavision processes a lot of statistics and data at near instant rate. In the Manshine match, this burdens Isagi's physical and mental strength since it takes a massive toll on the brain and requires a lot of stamina to keep up.

During the 10-day training post-Manshine match, Isagi trains his body and mind to be able to last Metavision for a very long time. Isagi's improvement was to the point he was suffering any fatigue from the drawbacks. (Bodily-kinesthetic)

WMI: Metavision users renew the information they are given during this state. To review the data, you also need to memorize it.

This applies to Isagi too since he obviously uses Metavision.



CPI: Isagi is in the constant rate of both processing and memorizing the information given to him while in MV. Metavision is the perfect epitome of CPI.

Processing information (speed + vision) + Renewing information (memorization + applying) = Cognitive Processing Index.

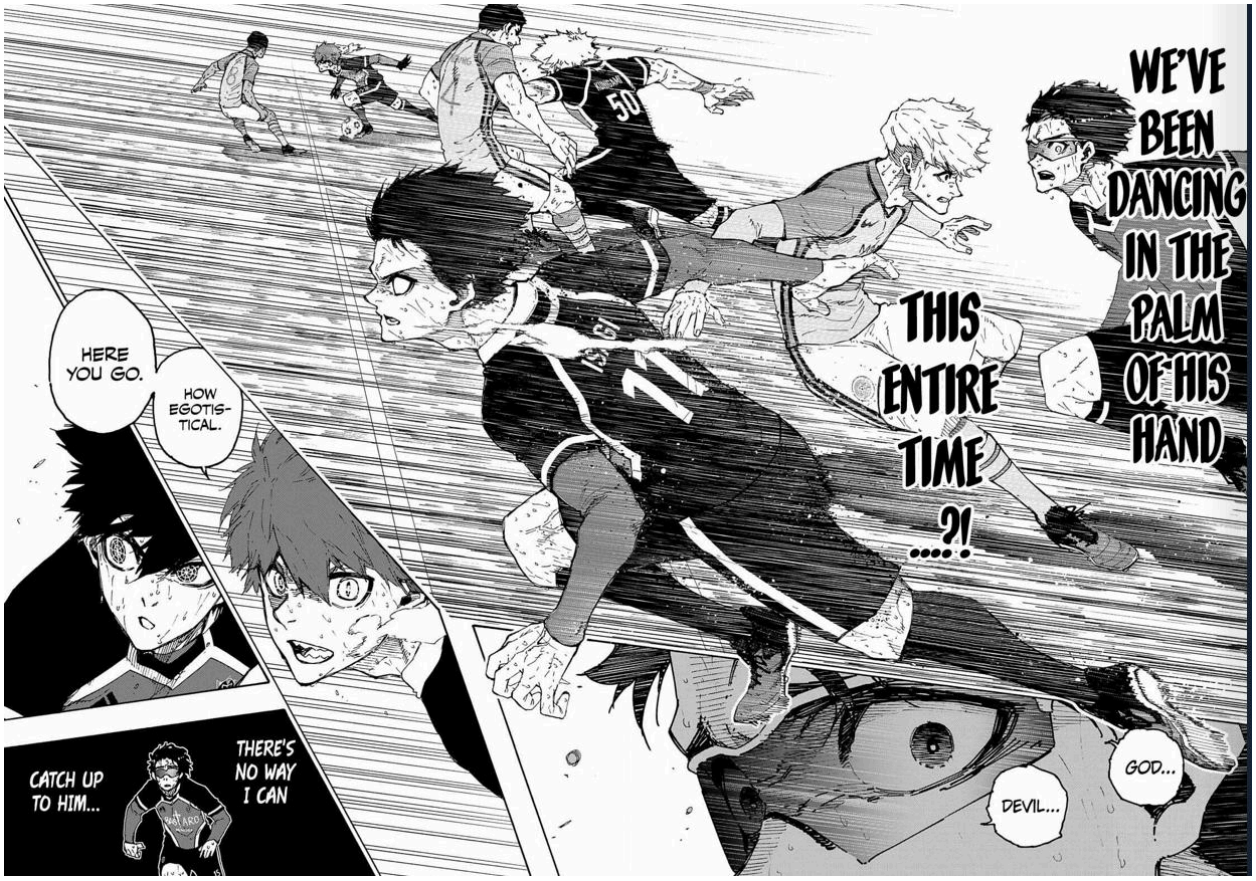
I wish I could use MV during lectures to go home already.

Manshine Strategy Feats

Strategy Formulation Speed: During the Manshine match, Isagi quickly creates a strategy as he draws near the opposing goal. He planned everything from the beginning (by beginning I mean final minutes) to the end and strategized a contingency to win against Kaiser.

Strategy Complexity: (Chapter 201 page 6-8) Isagi is marked by Chigiri but this has already been anticipated by the former when he read Chigiri using EQP. (Page 8-10) Nagi appears in front of Isagi to block him but unfortunately the latter had already planned every move Nagi was going to make and passes it to Kurona via a fake. Doing this allowed Isagi to pass through Nagi and regain the ball from a pass by Kurona. (Page 11-14) Yukimiya appears beside Isagi to steal the pass and become the hero of the match. Yukimiya intends on hijacking the ball from Kurona's cross but to his surprise, Isagi already anticipated this a long time ago. Isagi taunts him by telling Yukimiya his timing was perfect and was needed to be used in his image to score the final goal. Isagi moves to the left side of Yukimiya to keep the latter occupied with a defender. By making Yukimiya the first move, Isagi manipulated the defender to cover Yuki. Isagi uses the space that was opened by Yuki's sudden presence. Yukimiya even comments Isagi had already planned everything that far ahead and manipulated everyone on the field. This is a feat of Isagi's indirect and emotional manipulation.


HE TRICKED ME!!!
HE FORCED THE DF TO COVER ME...?!
BY MAKING ME MAKE THE FIRST MOVE.
YUKIMIYA
15
USING ME-A'S BAIT
HE'S ATTACKING THE SPACE
THAT JUST OPENED?!
NO WAY?!
HE MANAGED TO READ THAT FAR AHEAD...?!
EVERY SINGLE PERSON ON THE FIELD...?!
NOT ONLY JUST ME BUT...



Strategy Complexity Continuation: (Page 17-19): Chris, the Manshine's coach and world's second best striker, appears to the side with the objective of stealing the pass. Isagi already anticipated this and uses Noa to block Chris and continue the pass to him. (Chapter 202 Page 1): Noa remarks that Isagi had used him as a sacrificial pawn. (Page 3-6): Kaiser objects and tries to sabotage Isagi's shot with the intention of scoring himself. Because Isagi is unable to score, he moves onto the contingency he had in case Kaiser tries to intervene.

Strategy Contingency: (Page 7-12): Isagi passes the ball to Yukimiya who urges him to shoot. Yukimiya musters every force in his body to create a new shot he learned after watching Chris' knuckleball. Meanwhile, Isagi grabs Kaiser's collar and taunts him on how he feels to be the clown of his story. Isagi's complex strategy of surpassing Kaiser was a success as Yukimiya scores the final goal leading them to victory.

TLDR: Isagi's strategy formulation and complexity is very diverse and creative. He can create a strategy instantly while adapting to the flow of the match. He thinks far ahead and always uses people in his image whether that means manipulating them to accomplish his goals. His strategies are so complex that they're multi-layered with contingencies and he is able to make them right off the bat. He does this to win.