Disclaimer: This doc contains spoilers for Classroom of the Elite LN through Y2V9.5, if you are anime only or haven't caught up you are warned. I will do my best to describe Ayanokouji's best showings for each metric and correlate it to his best feats. If you think I missed a feat, a better one represents his skills, or you have questions feel free to message me on Discord. If you want to see additional analysis on Ayanokouji check out his vsbattleswiki page at https://vsbattles.fandom.com/wiki/Ayanokouji_Kiyotaka?so=search

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Intelligence Feats/Categories: These are generally in chronological order but not 100%. Some categories will share feats so you may see a feat or statement repeated. This is because they apply to multiple intelligence categories. e.g., The Chess Computer Feat

Intelligence Tiers Explained: https://vsbattles.fandom.com/wiki/Intelligence

PSI/Analysis: Ayanokouji consistently spends time overanalyzing people in the middle of fights. He narrates what actions they are taking and what he thinks about them. For example, he notes that Ryuen has no martial arts training a few seconds into their fight in Y1V7. Later in Y2Y4 he spends time analyzing both Tsukishiro and Shiba's fighting styles while evading their attacks. Shortly into the fight he thinks he shouldn't let on that he already finished his analysis; however, Tsukishiro then asks if he has done just that. Another good analysis feat was figuring out Nagumo's plan during the Outdoor Training Camp exam and basically figuring out Nagumo's entire way of thinking from watching him play a few rounds of old maid. Nagumo was cheating in some games while cheating so he intentionally lost in others. He confused his classmates who thought he would cheat to win every game as they were gambling to see who had to cook. Ayanokouji saw through both sides of this and while Nagumo was doing this to try and understand Ayanokouji and what Manabu saw in him, Koji was the one to come away with better intel. From just this game he realized Manabu would lose his bet with Nagumo during this exam and was right when Nagumo tricked him and won in the end. In Y2V1 when Hosen was confronting class D Ayanokouji was observing the situation between Hosen, Sudo, and Horikita. When conversation broke down and Hosen drew the knife in that instant Ayanokouji figured out his entire plan and that Ichika was behind it. He used that knowledge to stop Hosen from stabbing himself and force his cooperation. Even beyond this Ayanokouji's best PSI/Analysis feat is outthinking a chess computer supplied by the government. Tsukishiro stated that despite having an entire team of people working with a dedicated machine they couldn't anticipate Ayanokouji's moves when he played Sakayanagi in chess during Y1Y11. Chess computers can calculate between 20 and 30 million board positions per second, and the best players in the world haven't even come close to beating computers since the 1980's. COTE takes place in the near future so it stands to reason that the computer could be even more powerful than our current chess engines. Ayanokouji stated during their match that Sakayanagi was the best opponent he has faced in chess while having an unbeaten record against chess masters in the white room. To be considered a Master at chess "below Grand Master " you need to have at least a minimum chess rating of around 2200-2400, while Grand Masters would be ranked even higher. Given the White Room's high standards they likely employed people up to Grand Master

ratings as well. For reference the best chess player in the world Magnus Carlsen has the all time record for chess rating at 2882, which is about 30 pts higher than the next highest rating ever. However, chess engines have reached a point where their rating can surpass 4000 and is improving all the time as computers and software advances. The best players in the world lose consistently to engines playing at a 3000 rating let alone the full power of an eninge. This would at least put Sakayanagi at an International Master rating and likely a Grand Master rating or higher. When playing Ayanokouji made each of his moves in 1-2 seconds while Arisu took close to a minute or two for hers, and the computer was also taking increasingly longer to compute the next move taking several minutes each time at the end. After they finished playing, Tsukishiro still said Ayanokouji's moves were even better than the best moves the computer came up with. This puts Ayanokouji's processing skills well above the best chess players in real life and above advanced computers. This is likely Ayanokouji's strongest feat that we can quantify and places him well into the Extraordinary Genius tier.

Experience: Ayanokouji was the sole survivor of the 4th generation of a special program called the White Room. Here people were pushed beyond what an average human should be able to do regarding physical and mental prowess. While participating in this program, he underwent extensive training in every academic discipline and martial arts training being taught by instructors who are masters of their own. By age 10 he had surpassed even the instructors who were all geniuses in their chosen fields by such a degree that many of them were terrified of him.

Some examples of his curriculum:

We know that Ichika's 5th generation learned Taylor series mathematics around age 6 which are complex college level calculus formulas, and they learned Theory of relativity and number theory before age 10. We also know that Ayanokouji's generation was far more advanced than her's, so he would have learned these concepts even earlier and then moved on to even more complex topics. By the time Ayanokouji was 10 years old and the only remaining member of the 4th generation, the very instructors were terrified of him. The people with decades of experience in their fields of mastery were running out of things to teach this child who had mastered everything they could teach him.

When ranking the possible curriculums to teach instructors created 10 difficulty levels where level 6 was the highest level a human should be able to complete without mentally breaking. The 4th generation was given level 10 and Ayanokouji was the only survivor and everyone else had dropped out by the time he was 9.

He said he has more knowledge than a person could learn in a lifetime.

In later generations, instructors told students that when he was their age, Kiyotaka Ayanokouji was better than them and provided his results as something to aspire to. Even Yagami, the best of the 5th generation, was no match for those scores. Because of that Yagami thought those scores were fake and the instructors were using them to better motivate the students to

improve. When in fact the scores they gave to later generations were drastically lower than his real results, since the instructors wanted to make them believable to other WR students. Yagami thought the fake scores in academics and physical stats, which were already drastically lower than Ayanokouji's real scores, were so unattainable that they had to be fake.

EQ: Ayanokouji has poor social skills and expresses his high EQ by understanding how people think and how that informs their actions. Ayanokouji has an incredible mastery of psychology and human nature. He was isolated in the 4th generation of the white room for years, with his entire time after Shiro died when he was around age 9 was spent basically alone. Despite this, upon entering ANHS he is able to manipulate situations and people at an incredible level. He was not trained to do this in the white room as he didn't have anyone to interact with aside from his instructors, so all his manipulation skills are based on his high EQ. He uses his knowledge of psychology to inform his decisions and to allow him to be a very manipulative person.

Manipulation: Ayanokouji controlling the actions of multiple classes through Horikita as a cover is his main feat. As I mentioned before Koji is a master of human psychology, and uses that knowledge to manipulate people. His primary method of manipulation is controlling information. He makes people think what he wants them to think by drip feeding people certain information and leading them to think what he wants. He does this over and over, on the first island exam with Ibuki and Ryuen, leading Ryuen on up to their confrontation, getting Sakayanagi to attack class B, getting Kushida to fail paper shuffle, turning Kei into his pawn etc. This ability to drip feed information seems to be self-learned as he wouldn't have been trained to do this in the WR as he had no one around to interact with and practice on. On the first island exam he made Ibuki think he was a bumbling idiot and good-natured person, their interactions in Y1V4.5 also show this as she had no idea he was behind Class D's win on the island. This continues until he reveals himself as the mastermind in Y1V7 when Ibuki argues adamantly to Ryuen that he couldn't possibly be the mastermind and the real mastermind must have sent Koji in his place. In fact his manipulation of Ryuen was so complete that even Ryuen himself didn't believe him thinking Hirata was the most likely suspect until he revealed the specifics from the island exam. He is able to control people's perception of him with such fine control that he can control how people act in certain situations based on what information he gives them and makes them think. In Y2V7 Ayanokouji orchestrated Yagami's expulsion as to remove someone who was plotting his own expulsion. He originally planned to leave him alone like he did with Ichika, but since Yagami was becoming a nuisance, he decided to remove him. He expelled Yagami by tricking him with an anagram in a letter. Making Yagami think he was inviting him to a one-on-one battle, only for Yagami to be cornered and expelled by Nagumo, Ryuen and Mashima sensei as he arranged for Yagami's actions injuring people on the second island exam to come to light here. He arranged this whole situation and for WR agents to know about it in time to stop Yagami from rampaging all without being present himself or anyone learning that he planed the whole thing. He was able to make Karuizawa genuinely trust him after he assaulted her, threatened to rape her, and threatened to expose her past to the school. He led her along in their relationship until she got to a point where she trusted him. He was able to get Hirata to divulge information about his dark past with a single look, the darkness behind his eyes compelled Hirata to tell him everything.

Strategy/Tactics: Ayanokouji's high PSI and logical thinking skills help here. One of Ayanokouji's best feats here was from Y1V6. While Ryuen was hunting the mastermind, he put a note in all the first year's mailboxes that said Ichinose is illegally hoarding points and signed the notes as Ryuen. This one move did 4 different things for him. First, he put Ichinose on Sakayanagi's radar which led her to attack class B. His plans involving class B are still ongoing in Y2 because of this. Second, he wanted to discredit Ryuen for spreading lies. He knew after the confrontation that was coming Ryuen might tell people about his role in class D or about Kei's past. Having discredited him, Ayanokouji can claim Ryuen is just spreading more rumors. Third, he wanted to know how the school investigates rumors like this, which would be useful later. Fourth, he wanted to see how Ryuen would react. He would obviously know these letters weren't from him and dispute his name on them and Ryuen didn't deny he wrote them. He just rolled with it. This gave Koji more insight into Ryuen's thought process which he used in planning his final confrontation. This one move highlights the levels in Ayanokouji's strategy that the anime completely ignored. Another example of his strategic thinking was in Y1V9 when he was able to counter Nagumo, Arisu, and Kushida all at once while simultaneously gaining Ichinose as a future pawn in a single move. Arisu had made a deal with Nagumo behind the scenes, he gave her personal information about Ichinose's past that Ichinose shared with Nagumo in confidence. It was about an incident in middle school where she shoplifted to get her sister a birthday present her family couldn't afford. Nagumo was hoping that Arisu would break Ichinose down making her easier to manipulate and likely to get her to become his GF. Arisu used this as leverage against Class B to bring down their unity. Arisu spread rumors about Ichinose being a criminal and hinted at the details and Ichinose didn't fight back since she knew it was true. Later in the volume Koji had Kushida give him some info about classmates to spread his own rumors about his own class. Some of the rumors were, Ayanokouji has a crush and Karuizawa, and one said Shinohara used to be a prostitute. He used Kiriyama of the Student Council to spread the rumors, and they were meant to take attention away from Ichinose. He then used that to his advantage and confronted her since she has been ditching school, he convinced her to come back and built her back up as a person. With her relying on him he gained another ally/tool for future use and struck a blow against both Arisu and Nagumo at the same time. Through this he was also able to analyze the capabilities of Nagumo and Arisu and prevent Ryuen from spreading a rumor about him and Kei later. Finally, he also managed to trap Kushida, since he recorded their conversation and also gained leverage to be able to expel her whenever he wants. Despite this he decided to leave her fate to Horikita but made sure that he could step in if necessary. Both of these examples show instances where Ayanokouji's strategic thinking goes several levels deep to accomplish multiple objectives at once while putting himself at risk.

Self-Management: Ayanokouji has a very high level of self-management and self-control. The biggest reaction Koji ever gave to anything was a raised eyebrow. This was when Sakayanagi said "White Room" in Y1V5. Ayanokouji didn't think anyone would have any knowledge of that place and since he didn't have any memory of her he didn't know when she had seen him. After learning of his memory in Vol 0 his statement that he never met her holds more true since he can recall events from any point in his life and here is a person he has never met who knows about the WR. He remained unfazed when his father told him his former butler who had been

the only person who cared for Ayanokouji after leaving the White room committed suicide. His father said it was due to Ayanokouji's actions and his express didn't change and in his monologue he didn't think anything. His thoughts were "what kind of joke is this? Then thinking that what his father just said didn't even matter. He didn't ever show any reaction to Nagumo having all the 3rd years stare at him and report on his actions after the 2nd island exam. However his best Self-Management feat does in fact come from Vol 0, when after he became to last member of the 4th generation the WR brought in professional fighters to help continue his training. At 10 years old he fought a 6v1 against professionals and quickly destroyed them. Since he was ordered to go all out he intended to kill them all, but was stopped by the instructors at the last second. During this altercation his heart rate didn't change. Physical exertion and attempting to kill didn't cause him to change his demeanor at all.

Memory/WMI: Ayanokouji has a perfect memory as shown in Vol 0. He can recall events from anytime in his life. He can remember a conversation from before he learned to speak, once he did learn what the words meant, he was able to remember what they said and make sense of it. He also remembers the first time he discovered his hands as a child. This translates to working memory but isn't exactly the same thing. The flash arithmetic feat from Y1V11 is great but after Vol 0 it is a poor example of Ayanokouji's true skills. He solved each problem and memorized the answer from each round. The 10th and final round had 15 3-digit numbers flash one at a time. Each was on screen for only 1.6 seconds before moving to the next. Ayanokouji, Sakayanagi, and Koenji were all able to correctly add all 15 numbers in their head. This is a very good feat, especially for AWMI, but since several other characters could match this and given the other feats/statements in the series and we know Ayanokouji is vastly superior to all of them, this isn't a strong feat to represent his actual WMI. The chess feat is a better example of his thinking and processing skills which would certainly extend to WMI. He was making moves that were superior to a computer dedicated to running a chess engine which is a much better feat than people give him credit for. He surpassed a computer that could easily calculate 20-30 million chess board positions per second on the low end. For reference, one of the most popular chess engines is called stockfish and it can very easily destroy the best grand masters in the world. As of the late 1980s chess champions can no longer compete with engines. Additionally, I can run stockfish on my iPhone, so a computer running nothing except a chess engine would have access to far more computation ability and processing speed. Tsukishiro even stated that every move Koji made was better than the computer's best move it identified. On top of this both the computer and Arisu were taking 1-2 minutes to make each move while Ayanokouji was making his moves in just a few seconds. This may be Ayanokouji's best intelligence feat so far that we can calculate.

Leadership: Ayanokouji's leadership revolves around directly the efforts of the class more than being an inspiring and charismatic face of the class. Here he has directed Horikita and Hirata in their efforts to advance Class D and has been able to do so without his own class or the student body knowing about his involvement or his true skills. Horikita has the most insight into his abilities and she doesn't know just how smart he is. Hirata knows he is smarter than he lets on but that's about it.

Improvisation: Often when it looks like he is thinking on his feet it is later revealed that it was a situation he planned for. For example, on the first Island exam when he told Horikita to drop out, he told her that he will figure out a way to turn the tables and save class D. At first, she was convinced that he managed to turn the tables, but he later told her everything was premeditated. Again, in the next few volumes when Ryuen is hunting the mastermind Ayanokouji always presents himself as he wants to be seen, not because he is adapting to Ryuen's strategies, but because he anticipated them well in advance. This trend continues into the current volumes and honestly since every time Koji acts, he can perfectly plot out how it will happen he has never needed to improvise. As such he doesn't have a good fear here. His best improvisation feat would be choosing to expel Sakura over Kushida in Y2V6 and managing to control the conversation in the class to both convince Haruka this was for the best. Given his processing speed feats and analysis skills he should be highly skilled here but doesn't have the feats to back this up.

Fluid Intelligence/Adaptability: His feats in Vol 0 convey just how incredible his adaptability is. Ayanokouji wasn't naturally talented at anything at first. He, however, had an unnatural ability to master any skill. In the white room he constantly overcame challenges one after another. He continued to grow and absorb new skills. In Y2, he noted he had never been skiing in his life and was able to learn how to ski at an expert level in under a day successfully navigating a black diamond course. He stated that he could perform a similar feat for any sport. In the White Room every time they got a new task, he wouldn't be the best at first, but after doing it a few times his skills would rapidly improve until he was the best in the generation. Once he was the best at something nobody ever caught back up to him. Examples: while very young his fighting record was 127 wins to 17 losses, but he had 64 consecutive victories. Once he figured something out, he was unbeatable. By the time he turned 9, the last remaining student aside from him was Shiro. They had fought hundreds of times against each other and since they were kids, and Ayanokouji hadn't lost in years. During the culture festival in Y2 in a shooting game after a few rounds Ayanokouji was able to adjust his aim to compensate for the specific gun's characteristics. (Eg: bullet drifting to the left) His adaptability made him to only person to survive the 4^{th} generation of the WR curriculum and its beta curriculum. The WR created 10 levels 1-10 of difficulty and a beta curriculum above them. It was purely theoretical since they calculated that no one could survive above level 6 which was true. However the fast pace didn't break Koji as he was able to thrive and succeed like no one else could.

Crystallized Intelligence: Koji was trained beyond the level of college graduates in a variety of academic topics from a young age. By age 6 he was beyond the level of most college graduates as he had learned Taylor series equations. Before age 10 he had studied System's theory, the theory of relativity, and number theory. His knowledge spread over multiple fields and can recall all of it due to his perfect memory. His crystallized intelligence is enhanced by his perfect memory. Koji remembers then the first time he discovered his hands, and he can recall a conversation people had from before he knew what the words meant. He later interpreted that conversation after he learned how to speak. That conversation instructions had next to him as an infant was how he learned Atsuomi was his biological father. The breath of his knowledge is massive and his curiosity drove him to learn everything he could even after leaving the WR. By

age 10 he reached a terrifyingly high level of knowledge because the very instructors were running out of things to teach him since he was learning so fast.

Overall Thinking: This would combine knowledge and applied thinking. Essentially combining fluid and crystallized intelligence. His knowledge is ridiculous as he has mastered a wide variety of academic subjects. In vol 0, it stated that once he was the last remaining person in the 4th generation his knowledge only continued to grow and the instructors there to teach him became terrified of his monstrous abilities. These instructors are masters of their chosen fields who have years/decades of experience at a high level. Ayanokouji was surpassing all of them in each of their fields by around age 10. He had referenced this to Horikita in Y2V1 when she asked him when they were supposed to learn about the concepts for the math test. He guessed maybe college and thought it wouldn't make the situation better to tell her he learned this as a child.

Deduction/Triangulation: Ayanokouji has better deductive reasoning skills than he gets credit for, putting together the hints about the S-System and then gave some of his classmates small hints to see if they would figure it out. Example: talking about the free items section with Horikita. The S-System is the secret rules of which ANHS is governed, it contains the rules about the existence of class points and how private points are allotted. While nobody else in his grade figured out the system, he was able to piece together the important parts of it and just declined to share the details with anyone. Class A and B both managed to keep most of their points the first month primarily to having well-behaved students not because Sakayanagi solved the S-System. While geniuses like Sakayanagi and Koenji didn't figure it out until after the first month, Koji had put those hints together almost immediately as later on the first day he was giving hints of his own to Horikita to see if she had figured it out as well. Even Koenji whose deduction and cold reading skills are very high hadn't figured out the S-System even after the first month when class D got 0 points. Koenji correctly guessed the VIP in his group during the Zodiac exam after 1 session. Koenji said figuring out the VIP was easy; all he did was point out the liar. He never directly told anyone who he guessed, and Ayanokouji was able to use Koenji's own deduction to solve the Zodiac exam overall. In year 2, during the unanimous voting exam Ayanokouji was able to deduce the final exam question regarding expelling a classmate well in advance. He had made a plan with Kei in order to help Horikita here and he signaled her to begin the plan by fake coughing. We know he couldn't have been giving her instructions at this point since their phones had been confiscated for the exam, so he must have planned this with her in advance. Ayanokouji was also able to discover the identity of the 2nd white room student Takuya Yagami without ever investigating. He stated that with all the moves Yagami made it was obvious he was a WR student. Also, after first meeting Yagami he commented on his handwriting specifically knowing calligraphy was taught to WR students and noted it would be scary if he was a WR student. Looking back knowing he in fact was from the WR it seems Koji identified him after only meeting him briefly once and before Yagami had even done much. This is a student who not only trained in the WR for 15 years but spent the last year specifically training for the sole purpose of blending in as a normal student as to fool Koji.

Abductive Reasoning: Koji figured out Ryuen's plan on the island from noticing the dirt in Ibuki's fingernails while she was sitting on the ground. Every time he gained more information it only served to confirm his thoughts. Short Version: From the dirt he knew Ibuki buried

something, why would she do that if she was kicked out of her camp? Why not return to the boat, spiting her class and Ryuen would make more sense if she really hated him. He knew she was a spy from the start. Her camera/radio and Ryuen's matching radio confirmed his plan to send spies into his camp. He also figured out Ryuen was working with Katsuragi once he found Ibuki's camera. If she was a spy for class C why did Ryuen need photographic proof of the keycard? He realized the proof was for someone who wouldn't trust Ibuki's word. Since class B/D wouldn't be working with Ryuen only Class A was left. Solving the zodiac exam is also a good feat. Koji spends a lot of Vol 4 talking about how disadvantaged his class is because the other classes have better information networks, saying that he would give up on this exam and focus on gaining a valuable pawn "Kei" to get him information moving forward. However, he still managed to solve the exam only knowing 2 VIPs plus inferring a third from Koenji's actions. After the results were announced he then deduced that Ryuen and Class B must have made a deal allowing Ryuen to win the exam. Ayanoukouji knew that Ryuen had the names of 4 VIPs (3 from Class C plus Kushida) confirming to him that Kushida planned to betray the class for her personal motives. He knew that Ryuen would have needed at least 5 VIP names to solve the pattern and likely 6 names to be sure the pattern is right. Based on Katsuragi's defensive strategy he knew Class A wasn't cooperating, so he realized Ryuen must have made a deal with Class B. The VIP of the Cow group was from Class B and they won their group which wouldn't make sense if Ryuen had solved the pattern so this confirmed that Class B gave Ryuen VIP names to solve the pattern in exchange for letting the VIP in the Cow group win.

(@lucastomaz7422 with the original proof for deducing Ryuen's plan during the zodiac exam)

Inductive Reasoning/Pattern Recognition: Inductive reasoning is similar to deductive reasoning but more based in pattern recognition. Seeing how upperclassmen act when piecing together the S-System and finding the pattern of the zodiac exam both are good feats. Additionally, he actually figured out how the curriculum system in the White Room functioned. Once the best score in the group reached a certain point based on the concept and average score new material was added and it became harder. Ayanokouji lowered his own scores at one point as to not advance the curriculum. His father confronted him furious asking why he didn't try his best, and Koji responded it was more efficient this way and he didn't have to work as hard. No other WR student ever figured out how the curriculum advanced.

Overall Reasoning: This combines Inductive, Abductive, and Deductive reasoning skills. All those same feats apply.

Defining Reasoning skills:
https://www.merriam-webster.com/words-at-play/deduction-vs-induction-vs-abduction

Observation/Perception: Noticing the dirt in Ibuki's fingernail is a good feat but likely not his best. Koji noticed the changes in Kei's behavior in Y1V4 seeing as he never interacted with her but still noticed changes in her personality her own (fake) boyfriend and friends didn't. When he watched Nagumo play old maid in Y1V8 during the outdoor training camp exam he saw through Nagumo's attempts to cheat at cards. He noticed that some were marked, and others weren't. He saw through his whole plan and was able to gain insight on how Nagumo thinks without

giving anything away about himself. He was able to notice traits about Yagami which identified him as the second WR student from minimal interaction. Yagami was specifically acting in a way so Ayanokouji wouldn't be able to unmask him, and he still did.

Anticipation/Prediction: Ayanokouji anticipated the fall of Ichinose's class back in early year 1 and used that information to build long term plans around joining her class once it hit class D. The current events in the LN are about 1.5 years after this and that plan is still in motion. In paper shuffle during the 1-month prep period he predicted that Horikita would pre-submit the questions and try and submit others later to try and fool Ryuen/Kushida. Ryuen would have fallen for this had Ayanokouji not told him about it. Horikita never told Koji about her plan, he anticipated the exact strategy she would come up with a month in advance and used the situation to learn about Kushida's past. His ability to anticipate how events will play out is so advanced Kei asked if he could see the future. He responded that he can't but all he has to do is properly analyze all possibilities in a situation and then he can visualize what will happen in the future to an extent. Like Yagami he predicted the final question of the unanimous voting exam and made a plan with Kei beforehand to help Horikita if the class is struggling with it. He fake coughed after Koenji switched his answer to signal Kei to begin his plan. It is unclear how far in advance he actually predicted this question, but it was far enough in advance to strategize with Kei and give her instructions on how to assist him, since they couldn't communicate during the exam. No one other than Yagami and Ayanokouji predicted this question.

Intuition: In a combat sense Ayanokouji has a sixth sense like reflex. When fighting Manabu and Tsukishiro this saves him from both surprise attacks and an attack from a blind spot. He is able to intuit about people's personalities based on speaking with them. During the second island exam, he could tell someone was watching him from a distance while Nanase was attacking him. This is why he didn't fight back because he knew the evidence of the fight could expel him. Kushida was watching a recording from a distance in a location where he wouldn't be able to see her.

Metacognition: This is how a character analyzes their own thoughts/thought process or making plans/assumptions based on how they would react in a certain situation. Ayanokouji is often commenting on his own though process or on how he perceives things. This is usually related to his world view based on the White Room but even so he is keenly aware of how he thinks and how he is perceived by others. Metacognition can also refer to a character uses their analysis of themselves. Here Koji uses people's perception of him to manipulate them. He allows them to infer things about him due to his blank expressions. He uses this to appear kind to the likes of Ichinose and terrifying to Ryuen. Ayanokouji uses his keen understanding how he thinks and how that appears to others to manipulate them.

Risk-Calculation: All of Ayanokouji's plans have backup plans. He never makes a plan or takes action when he believes his chance of failure exists at all. For example: during Y1V3 when Chabashira threatens to have him expelled if he doesn't strive to make class A he highly doubts she is involved with his father as she says. Knowing his father would likely never work with a teacher like her and would opt for someone much more senior. He correctly assumed she actually had no leverage on him, but he bides his time until he can either prove that or remove

her. His only goal is to stay in school, and he won't take actions that could jeopardize that. In Y2V9.5 we learn that he had inquired at one point how many private points it would cost to have a teacher removed. He was told it wasn't possible to buy such a thing, and this shows he was investigating options to remove Chabashira if doing so became necessary.

Miscellaneous Feats:

Second Island Exam Layout: During the second island exam, Koji is being targeted by the first years led by Hosen and by Nanase. The exam lasted for 2 weeks during which students were traversing a large uninhabited island to reach zones and complete tasks. The island the exam was held on was divided into cells in a 10x10 grid from A1:J10. Each cell was 500 meters by 700 meters making the whole island 5km by 7km. Ayanokouji was keeping track of his location along with the updated last known location of several people of interest over the 2-week period. During the last days of the exam when many of the first years were hunting him, he was keeping track of multiple teams of 1st years and teams of 2nd years directed by Sakayanagi to aid him. He was also able to maintain a map of the island in his head that he could use to navigate during the exam.

Predicting Kushida betrayal Class C Spy: After the zodiac exam Ayanokouji was able to deduce that Ryuen had made deals with both Kanzaki and Kushida in order to solve the pattern. He figured this out by analyzing how each group ended. Using this knowledge, he was able to figure out that Kushida betrayed the class and was a traitor. He told Kei about the fact that their class had a traitor, but she couldn't believe it yet. He was able to use this prediction to counter Ryuen in the sports festival. He used the footage of Manabe bullying Kei to blackmail her into recording Ryuen's plan to target Horikita and ended up using this recording to counter Ryuen. He wouldn't have been able to do this unless he anticipated a traitor because he wouldn't have acted in time to record Ryuen otherwise.

Math Exam: In Y2V1 students take a partner exam with sections for every major subject. Ayanokouji and Horikita have a bet on who will score higher on a given subject. Horikita gets to choose the subject the day of the test, and she chooses math. Ayanokouji was the only person in the entire grade including Sakayanagi to get a perfect score on the math exam. Sakayanagi was one of the people who correctly answered the final question in flash arithmetic showing her high-level math skills previously. Yukimura questions Ayanokouji about this later as one of the most academically intelligent people in the class he claims to not have even understood what the final questions meant let alone how to solve them asking if Ayanokouji cheated. Earlier when speaking to Kei before the exam he told her that there hasn't been a question in school during the last year he was unable to answer, and this upcoming test isn't a matter of how many points he can score but how many points he chooses to score.

Figuring out Hosen's plan: When Hosen is confronting Horikita, Sudo, and Ayanokouji he ends up pulling a knife out to threaten them. Ayanokouji recognizes the knife as his. He knew that Ichika took the knife when she had recently returned to his room to "look for her hair clip". He knew that she had directed Hosen in this plan and that his true goal was to expel him. Since Hosen was holding the knife in a reverse grip Ayanokouji realized Hosen would stab himself

with the knife and claim Koji attacked him getting him expelled. Knowing this, when Hosen charged, he prepared to catch the knife in instead of letting Hosen stab himself. By letting Hosen stab him in the hand he was able to force Hosen's cooperation for the upcoming partner exam, and even if Hosen failed to exam to force Koji to be expelled he could use the knife incident to prove Hosen targeted him and prevent his expulsion.

Some FSIQ breakdowns with his best feat for them.

Working Memory WMI: Perfect Memory/Chess Computer

Arithmetic Working Memory AWMI: Flash Arithmetic

Short Term Memory STI: Perfect Memory

Long-Term Memory LTI: Perfect Memory

Processing Speed PSI: Chess Computer Feat

Quantitative Reasoning Index QRI: Flash Arithmetic

Perceptual Reasoning Index PRI: Second Island Exam Layout

Cognitive Proficiency CPI: WMI+PSI+PRI

General Ability Index GAI: (Everything except WMI and PSI) Surviving WR 4th Gen

Verbal Comprehension Index VCI: Learned multiple languages in the WR

WMI stands for Working Memory Index, which is a measure of the ability to hold information in short-term memory and manipulate it mentally.

AWMI stands for Arithmetic Working Memory Index, which measures the ability to perform mental arithmetic tasks while holding information in working memory.

STI stands for Short-Term Memory Index, which measures the ability to recall a list of items after a short

delay.

LTI stands for Long-Term Memory Index, which measures the ability to recall a list of items after a long period of time.

PSI stands for Processing Speed Index, which measures the ability to quickly and accurately complete simple tasks.

QRI stands for Quantitative Reasoning Index, which measures the ability to solve problems that involve numerical reasoning.

PRI stands for Perceptual Reasoning Index, which measures the ability to solve problems that require visual and spatial reasoning.

CPI stands for Cognitive Proficiency Index, which is a composite score that combines various cognitive abilities, including working memory, processing speed, and perceptual reasoning.

GAI stands for General Ability Index, which is a composite score that combines various cognitive abilities, excluding working memory and processing speed.

VCI stands for Verbal Comprehension Index, which measures the ability to understand and use language.