Lelouch megadoc: Stage novels - Nobleman psychoanalysis

Preface

Series:
○ Code Geass (Stage Drama)

Where to watch:
○ YouTube

Episode/s:
○ Stage 0.916: The black king

Doc Writer(s)/assistant(s):
○ Deducing_Analyst (Main writer)

YouTube(s):
○ Deducing Analyst

Discord(s):
○ deducing_analyst

Words:
○ 1,583

Completion:
○ 100%

Date of release:
○ 22nd September 2025

Categories used for the analysis

FSIQ}Visual Spatial Index (VSI), Verbal Comprehension Index (VCI), Processing Speed Index (PSI), Working Memory Index (WMI), Fluid Reasoning Index (FRI)

FSEI} Emotional Perception (EP), Emotional Understanding (EU), Emotional Management (EM), Emotional Engagement (EE), Emotional Realisation (ER), Emotional Facilitation (EF)

FSSI} Social Cognition (SC) Social Engineering (SE) Social integration (SI)

Intelligence} Linguistic, Mathematical, Existential, Musical, Naturalistic, Visual-spatial, Body-Kinesthetic, Interpersonal, Intrapersonal, Crystallised, Fluid

Planning} Applicability, Coverage, Contingency, Formulation, Risk Calculation, Preparation

Strategy} Alignment, Adaptability, Efficiency, Effectiveness, Complexity, Foresight, Resilience

Tactics} Efficiency, Complexity, Potency, Shielding, Synergy

Manipulation} Direct, Indirect, Individual, Mass, Emotional, Event, Logical

Deception} Fabrication, Concealment, Acting, Info control, Bluffing, Sophistry, Misdirection

Thinking} Convergent, Divergent, Creative, Abstract, Critical, Analytical, Quick, Holistic, Metacognition

Reasoning} Inductive, Abductive, Deductive, Abstract

Sensory} Observation, Perception, Info gathering, Intuition

Foresight} Prediction, Anticipation, Trap Setting, Trap Evasion, Risk calculation

Profiling} Cold reading, Hot reading, Mind reading, STP

Psychological warfare} Triangulation, Brainwashing, Insecurity abuse, Inducement

---

Plot explanation

Rivalz is struggling to beat a high ranking nobleman in a betting game of chess they set up. Rivalz panics, knowing that if he loses he doesn't have the necessary finances to pay up and is too ashamed to ask his father for the money. The nobleman then states that if he manages to turn the game around, he'll go around the bar 3 times on all fours and bark like a dog.

Lelouch then suddenly approaches, intending on taking over Rivalz' game wanting to "see a nobleman get down on all fours and bark" Rivalz initially interjects saying "This isn't a game for students" however Lelouch retorts that Rivalz is one as well. Rivalz asks how he knows this. Lelouch then surprisingly states Rivalz full name, his class, where he came from and his negative relationship with his father which led to him taking his mothers maiden name "Cardemonde".

Rivalz is left speechless however Lelouch states how he's memorised essential information on every single Ashford academy student.

After Lelouch and the nobleman focus back on the game, Rivalz gives us a description of the current board. He calls the nobleman's setup:

“He's (Lelouch) facing a defense as solid as a rock. It's impregnable. And my pieces are scattered all over the board, there's no possible attack or defense”

The nobleman states how Lelouch only has 6 minutes of game time, since he said “only” we know he has more. Lelouch however, isn't fazed and moves his black king. Both the nobleman and even Rivalz see this as a blunder

However, Lelouch suddenly asks Rivalz for a paper and pen, writing something down on it for a few moments before folding it up and handing it to Rivalz, telling him not to open it yet, saying “it's a prediction”

The game resumes with Lelouch in Rivalz place, with Lelouch coming out on top with ease in only 13 minutes. He asks Rivalz to open up the paper and read it aloud.

“Black knight to B6, White Knight to B3, Black bishop to E3, White Queen to B1…This is the record of a chess game?”

The nobleman calls out “Incredible! Those are the moves I made!”

Lelouch says it is a complete record of their game, and that “every move is there”. After the nobleman crashes out “You…predicted my moves?! My Tactics?!” Lelouch than trash talks the nobleman like a savage “Typical of nobles raised like pampered orchards in a hothouse”

Explanation of the feat

Now, the intricacies of the chess match are unknown other than the 4 moves Rivalz read out which equated to 2 rounds of chess play however we all know it didn't last this short. What this means is that we should equate an acceptable average based on the information we have. Since Lelouch already predicted every move, he would've made his plays near enough immediately, after all, he wanted to humiliate the nobleman, and what better than to lose to a kid who plays every move immediately with no effort. We also know the game lasted 13 minutes and I believe a good way to measure the rough length of the game is to go with a simple estimate of the nobleman making a move around every 30 seconds (Less than 30s for easier plays and more

when under pressure). I hope this is an acceptable estimate for scaling for you, then averaging that with Lelouch's moves only taking a second or 2 to play, we can do a rough estimation of a move every 15 seconds.

Now it's unknown what the game consisted of, so we don't know the exact number of possible moves available for Lelouch to predict, which means we must make an estimation. If a move was played every 15 seconds, then in 13 minutes, around 52 moves would have been made, all predicted by Lelouch. This doesn't only mean Lelouch just predicted the most plausible move, he also eliminated other possibilities. Humans are not on the same level as AI which means we make mistakes and don't play the best moves. To completely predict the game like Lelouch's did, he would have also eliminated other possibilities that the nobleman would not think about or put aside for what he perceived as a better option, Showing Lelouch not only predicted the outcome of the game but also anticipated essentially 100% of the nobleman's thoughts.

- (FRI, Critical, Analytical, Quick, Convergent, Divergent, Deductive, Prediction, Anticipation, Risk calculation, Mind reading)

This would also account for his emotional responses to things such as pressure and possible opportunities as they all manipulate how a player shall make their move as well as their focus over the course of the match, Lelouch did observe 1 act of emotional behaviour from the Nobleman which was "If you manage to turn this game around, I'll go around here 3 times and bark like a dog". From this alone he managed to break down and form the perfect profile of the nobleman's emotional state and how it would change over the course of the match in response to the games shifting tides which is incredible EP for noticing the depth behind such a small moment as well as the construction of the profile, and just as good EU for being able to apply this perfect understanding into the game when foreseeing how it will play out before it has even begun and did so based off a single sentence.

- (FRI, EP, EU, Fluid, Analytical, Abstract thk, Inductive, Abstract rsn, Observation, Perception, Cold reading)

Other benefits from Lelouch's scaling would also be his visualisation of the board, able to visualise the entire board and its intricacies in the short period of time between his arrival and when he wrote down his predictions. There were an estimated total of 52 moves which means he had visualised 52 different positions at the very least. It can be upscaled if we include a 2nd possible move in every position, one Lelouch had eliminated as being less plausible. Then he would have visualised as well as analysed the complexities of 104 different positions. The reason he didn't visualise every plausible option is because of De Groot's 1946 study where he found that high tier chess players don't see many, many moves but rather find the 2 or 3 most efficient moves and go from there. The noblemen are the high tiers of the Code geass chess world, so we

can assume they follow this process unlike most beginners and casual players do. We can also assume he saw ahead for every eliminated move as he would need reason to discount it which would be found in future positions where the move has put the player at a foreseeable disadvantage. As stated by chess champion Garry Kasparov, he saw that most high level players could see 3 to 4 moves ahead. We'll use the lower estimation of 3 moves for the nobleman's thinking. From the 52 eliminated possibilities, we would get 156 moves visualised, adding this to the 52 predicted moves and this leave us with 208 moves visualised by Lelouch before their game (260 for 4 moves ahead)

- (VSI, PSI, WMI, Quick, Analytical, Divergent, Prediction, Risk calculation)

Onto a time frame, there was only 1 minute and 26 seconds between Lelouch's arrival and when he started writing his predictions between 1:22 and 2:48. However he spent 23 seconds talking to Rivalz and 17 seconds settling terms with the nobleman so that's 40 less seconds, equating to 46 seconds. This means it took 46 seconds to

A) Psychoanalyse the nobleman
B) Estimate his skill level based on the single position he saw
C) Visualise, analyse and foresee all of his moves
D) Anticipate his emotional/cognitive responses to board pressure, time pressure, perceived opportunities, prospect of losing, ect and predict how that will affect how he plays going forward.

- (CPI, Quick)

This concludes the Nobleman psychoanalysis document, honestly an insane feat given the time frame, depth of analysis, Information action provided, and feat execution.

"Don't misunderstand, I wasn't trying to help you at all. What I wanted to see was that pompous snob bark like a dog"

Lelouch (Stage drama 0.916) -

Thank you for reading 😇