L Lawliet Wammy's House LA Feat V2

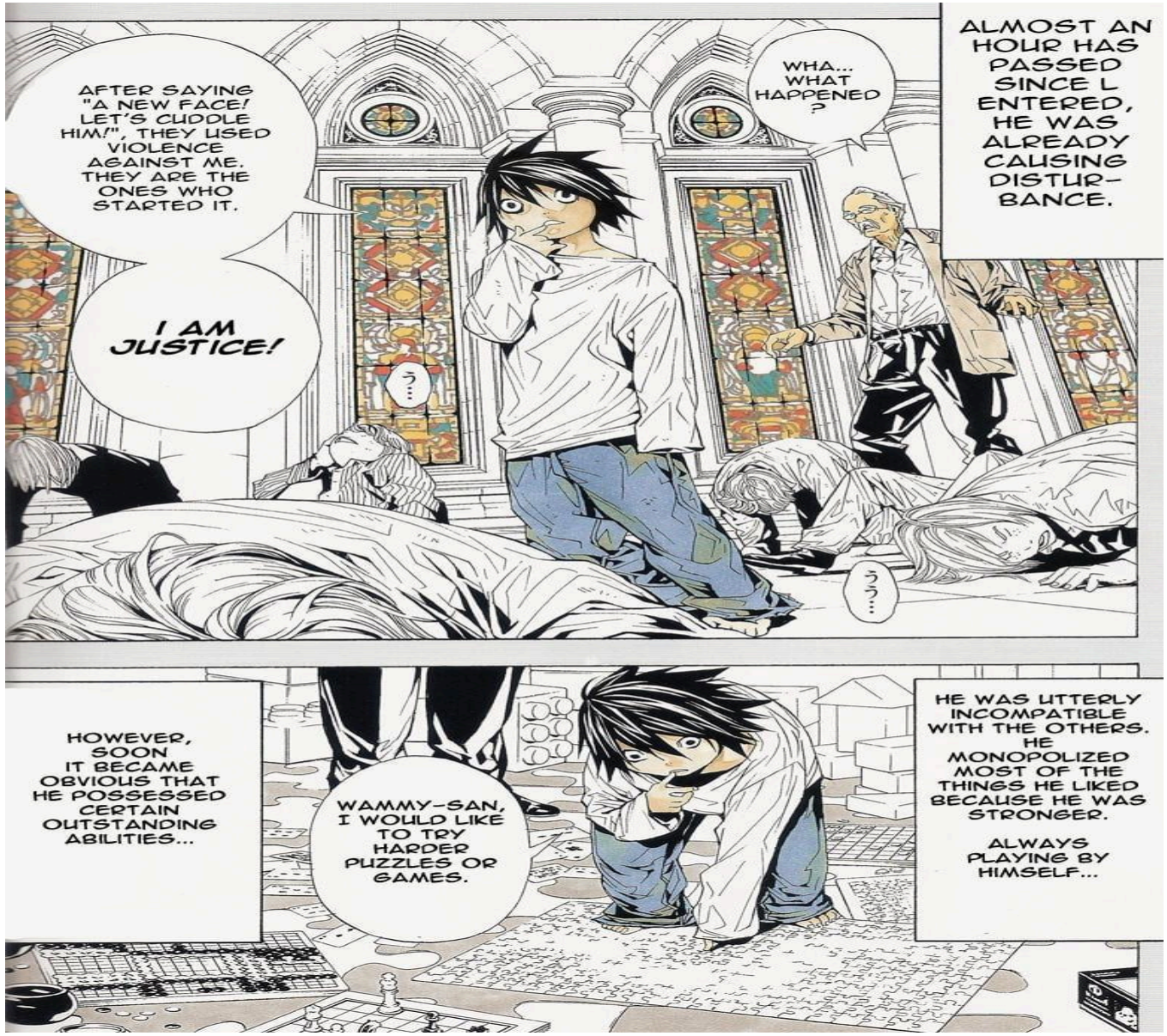
Made by: TravelingZebra and bakusfather1029(Discord)

Our last doc on this topic failed to deliver the validity and scaling of this feat to many people, so I am making another doc, with more explanations and concrete proofs this time.Also, I analysed the panel again and got some new details and upscaling to share which would be interesting.

Let's set the context first.
I will be analysing L-The Wammy's House page 2 and our major focus would be on it.
This panel showcases impressive learning ability and logical reasoning feat by kid L.

INDEX:

1.PUZZLE SOLVING
2.CHESS RECONSTRUCTION
3.GO RECONSTRUCTION


ALMOST AN HOUR HAS PASSED SINCE L ENTERED, HE WAS ALREADY CAUSING DISTUR-BANCE.
WHA... WHAT HAPPENED ?
AFTER SAYING "A NEW FACE! LET'S CUDDLE HIM!", THEY USED VIOLENCE AGAINST ME. THEY ARE THE ONES WHO STARTED IT.
I AM JUSTICE!
う…
うう…
HOWEVER, SOON IT BECAME OBVIOUS THAT HE POSSESSED CERTAIN OUTSTANDING ABILITIES...
WAMMY-SAN, I WOULD LIKE TO TRY HARDER PUZZLES OR GAMES.
HE WAS UTTERLY INCOMPATIBLE WITH THE OTHERS. HE MONOPOLIZED MOST OF THE THINGS HE LIKED BECAUSE HE WAS STRONGER.
ALWAYS PLAYING BY HIMSELF...

Before L was brought to Wammy's house he had no formal education.This means that kid L had minimal crystal intelligence.So whatever L performs at Wammy's house during his first few days has minimal involvement of crystal intelligence.

Let's look into Watari’s statements which are the key detail for proof and overall evaluation further.

1)”However,soon it became obvious that he possessed certain outstanding abilities….”

This implies Watari soon noticed L’s extraordinary capabilities.
Not really much important as compared to other statements for us.

2)”He was utterly incompatible with the others.He monopolized most of the things he liked because he was stronger.Always playing with himself “

This clearly states kid L's superiority over other kids.
Also, kid L not playing with anyone means that no one in Wammy's house was even close to L’s capabilities, as if that was the case L won't be incompatible with them.We can see this through Light's example who quiet came close to L, which attracted L and we can infer to their dynamics.
So this is proven, that L in his first 3 days was able to show capabilities far greater than any kid at Wammy's house, and not to mention, L to BB’S generation was more rigorous than Near’s generation because of psychological pressure put on kids.This means baseline for L to BB’S generation is higher than Near’s

generation.Not to mention, it's literally proven that whatever L performed at Wammy's house is much better than Near's Wammy's house feats.
This will also help us estimate mastery achieved by L in games, and we can infer that whatever game L plays, he plays at least on the same level as Wammy's house most capable children.
These puzzles were a shared property for all children, however Kid L monopolized them anyway which shows Kid L basically just humiliates them intellectually in these games and shows the gap between him and other kids at Wammy's House.Not to mention, even the baseline of Wammy's House was top 0.1% intellectual capabilities which make it way easier to learn something, and L literally humiliates even these 0.1% kids.

Let us look into L's one of the statements:

"Wammy-San I would like to try harder puzzles or games"

This simply implies that kid L was not even able to show his true and full capabilities in this scene which is another buff for him.
This also makes it clear that Kid L had completed all games and puzzles existing in Wammy's House as he is asking for harder puzzles probably because there are no puzzles left in Wammy's House.

PUZZLE SOLVING

Let us list out all the puzzles Wammy's House has for children:

The Blank Jigsaw puzzle
Rubik's Cube

We saw these on screen.
As Near was focused on problem solving and puzzles more than knowledge and education at Wammy's House, however as a fact we know whatever L performed at Wammy's House was much better than Near, we can simply say that L performed better in all these puzzles and games.

Let's take Rubik's cube first.Rubik’s cube has quintillions of possible valid scrambles.Humans had to build algorithms and methods to make it easier which took almost 5-6 years.
The first Rubik's cube was solved by its own creator in a month.However, Kid L on his own was able to solve this Rubik's cube in one go pretty easily.

The Blank Jigsaw puzzle is the next interesting thing here.
Kid L with minimal crystal intelligence would have to rely on his FRI.Kid L would have to analyse the tabs and blank for each piece and construct the whole solution in your mind priorly.This is a decent WMI and good FRI feat.

Overall?

Mid tier FRI
low tier WMI feat
Very low- low tier VSI feat
Low tier inductive reasoning
Low tier thinking feat
Kid L's FRI is also better than Near in this case because X-Kira feat is lower than Rubik's Cube feat as Kid L must have to build a whole algorithm to solve Rubik's Cube on his own which is way more insane.
[Problem solving, linear thinking, VSI, WMI, inductive reasoning, divergent thinking, convergent thinking]

CHESS RECONSTRUCTION

From L's generation to BB's generation of Wammy's House, the psychological pressure put on children was much more as compared to Near's generation which forces the majority of kids spending their day on productive activities more rigorously.
Now, if we use all Canon sources, it proves that characters like Near and BB spent majority of their in solving puzzles and playing games.The baseline for Wammy's House is top 0.1% gifted children which gives out a FSIQ of 140+ and even a normal kid at Wammy's House spends a large portion of their day playing games and puzzles, though not as much as Near spent.

Now higher FSIQ allows you to learn games like Chess and Go much quicker, though Go would still be insanely difficult which I will discuss later.Let me explain more briefly, if an average person starts playing chess and practices 1 hour everyday by using a decent improvement strategy for a whole year he can reach estimatedly 1200-1500 elo.However, a higher FSIQ person having better pattern recognition, faster calculations and more

deep thinking will learn much faster if he implements same strategy.FSIQ doesn't really increases your skill in chess, but what I want to say is that better FSIQ helps you learning games like chess much faster.

So even a baseline kid at Wammy's House will surpass any normal human easily if he does the same practice. As we know children at Wammy's House spend the majority of their time solving puzzles and playing these games, their practice would be clearly more than an average person.Not to mention, because children at Wammy's House are used to competitive and psychological pressure, their stress management would be better too.

Now as we can visually see in the panel older kids than Kid L, we can interpret that they had at least 1 year of consistent practice for chess.Now keep in mind that it's not necessary for all children to focus on chess solely.However, on screen we have only saw cards,dice,chess,Go and checkers at Wammy's House.So not every child will necessarily focus on chess.As Kid L monopolized and was stronger than all kids at Wammy's House in chess, so he must also have surpassed peak of Wammy's House.This comfortably puts Kid L 1800+ elo level in chess at lowball.As Kid L played with himself, so this would have required Kid L to reconstruct all skillset and chess principles that a 1800+ elo player knows.

So Kid L would have to develop following skills and principles by himself:

1) Strong opening theory
2) High level Geometrical Vision:He needs this ti figure out advanced traps,tactics,strategies, advanced attack and defence,and advanced piece co-ordination.
3) Advanced Blunder elimination
4) High level calculation depth

5) High level middle game endgame principles
6) High level positional play

According to the short story L: Wammy's House, Kid L asked Watari for a computer on his 3rd day, which implies that Kid L got bored of all the games and puzzles at Wammy's House in 2 days.

Analysing and learning from your mistakes is the most important factor to improve in chess.To improve this fast in chess just by playing with himself and figuring out everything by himself, Kid L had to perform near perfect analysis or even perfect analysis of his each game which is exceptionally difficult.

To reason out this complicated chess theory just from basics himself without any help, Kid L must have required an insane inductive reasoning and a little deductive reasoning.
It took almost 1,300+ years for humans to build modern chess 1800+ elo principles, and L did the same in just a day by his logical reasoning.
Overall?
This is a mid tier learning ability feat.
High mid-tier inductive reasoning feat, closer to inductive reasoning.
Low tier deductive reasoning feat.
Mid tier analysis feat.
Mid-high tier linear thinking
Low-mid tier convergent thinking feat

[Inductive reasoning, deductive reasoning, learning ability, analysis, linear thinking, convergent thinking]

GO RECONSTRUCTION:

We can see Go in the panel clearly.
Go is way more difficult and complicated than chess.Total number of possible matches in chess are almost 10^43, however Go has a freaking 2×10^170 legal board positions and 10^700 possible matches.
There is a clear difficulty gap between Go and chess.
An average person takes almost 1-1.5 years just to reach 10 Kyu which is considered to be intermediate -high tier.
However, kids at Wammy's House due to their gifted intelligence can reach 5 Kyu or even more than that which is a high level.
Kid L in just 2 days not only solved all puzzles existing in Wammy's House but also reached high tier play in chess and Go which is an insane learning feat.

It took almost 4000 years to build 1-5 Kyu principles and Kid L did it in just 2 days which is absurd.
This heavily buffs L's abstract reasoning because Kid L would have to invent abstract concepts in Go by himself.If you know how complicated and difficult Go is, then you would perfectly understand how absurd it is to build principles here.This heavily buffs L's overall FRI too.
Inductive and deductive reasoning both are required equally in this case because Go principles require both top to bottom and bottom to top reasoning.
Abductive reasoning gets a good buff too in this case.
Convergent thinking and Non-Linear thinking are very important in this case because Go has insane depth and variations, players literally have to calculate 20 moves normally.You cannot waste time analysing everything.

Overall?
Mid-high tier learning ability
High tier inductive, deductive and abstract reasoning feat
Mid tier abductive reasoning feat
Mid-high tier convergent and non-linear thinking feat

[Abstract reasoning, inductive reasoning, deductive reasoning, abductive reasoning, non-linear thinking, convergent thinking, learning ability]