BWCG - TODOR INTELLIGENCE FEATS DOC



“The Perfect Perfectionist”

“Smartest man ever alive”

Categories:

Overall knowledge, Cognitive ability, Memory, Fluid intelligence, General intelligence, IQ

- Three PhDs: quantum physics, computer science, psychology
- Black belt level in two martial arts
- Pre-planned oil-in-lighter substitution to bypass the no-lighter body check, timed ignition using a belt buckle and key for sparks, and controlled burning to destroy a card without fully incinerating others, while also knowing and using the fact a playing card is made of multiple layers glued together.
- Knows, understands and can use morse code.
- System/security knowledge — hacked the show's system to hijack broadcast and reveal financial figures (World’s most famous show ever watched by billions in live)
- Remembers the list of players from all previous 15 seasons and point distributions perfectly
- Rapid inference from sparse signals — deduced from a referee's brief hesitation/expression shift that someone (implicitly the CEO) had fed him an instruction not to let Todor leave the game — reading a "tell" off very little data, instantly.
- Maintained the "stolen cards" lie, the punch-distraction, and Bandeer's escalating paranoia as three separate manipulation threads

that all had to land coherently at the same final moment

- Has an estimated minimum IQ of 210 (Since at in IQ so high tests becomes less reliable)
- Identified the exact 10-card deck composition (1,1,2,2,3,3,4,4,J,J) before the game even started, purely from how Bandeer held the cards and a fractional-second glance — reused deck knowledge from Joker's Gambit combined with live observation.
- Tracked the position of all 10 cards through an unshuffled-between-hands deck across multiple rounds purely from memory, then backtracked earlier rounds to deduce which specific cards Greg had already held — sustained, cumulative memory tracking under time pressure.
- Calculated the exact uncallable bet (5:01) against a game clock with only 16 seconds remaining, requiring precise real-time arithmetic against multiple simultaneously ticking constraints (bet cap, time penalty, game-end condition).
- Solved a rubik cube when he was 4 years old by himself.

EQ, SQ, Cold reading, Hot reading, Psychology

- Precision emotional baiting of Bandeer — deliberately provoked Bandeer's pride ("you can't lose this phase") knowing it would trigger overconfidence rather than caution, showing accurate modeling of Bandeer's ego as a lever.
- De-escalation control on himself — stayed completely flat and unreadable ("Not important...", "Whatever, whatever") even while being accused, grabbed, and physically struck, never giving Bandeer a reactive emotional read to work with.
- Feigned near-defeat/hopelessness ("So this is it... Do I just LOSE?") convincingly enough that even Oli, a skilled reader of people, initially believed it, showing controlled fake emotional signaling rather than just impassiveness.
- Built and maintained a public image (98% predicted winner, "Perfect Perfectionist") that actively shaped how other players approached him, making most default to fear/deference rather than direct challenge.

- Used the hacked TV takeover not just to share information but to socially reposition himself in one move, publicly declaring his CEO ambition and immediately establishing a reward hierarchy ("10 million to everyone who helps me... except Greg and Oli") that reorganized the entire remaining player base's incentives instantly.
- Public humiliation as a control tool — punished player 62's low-effort loyalty display in front of everyone, then explicitly used that moment to raise the bar and increase group effort ("if you want me to give you that reward then you all have to try harder") — a calculated social move to intensify competition for his favor across dozens of players at once.
- Pushed a referee into confirming rules and CEO-related facts in front of witnesses, using the referee's obligation to "always tell the truth" as a social lever against the institution itself, not just other players.

Manipulation, deception, influence building:

- Physically fabricated fake blank cards by peeling and re-layering, then let Bandeer draw his own (right) conclusion that blank = zero value, but on a false source (what he saw), rather than stating it outright.
- Played his Joker into a phase where he'd lose it, framing it as a mistake, specifically to make Bandeer believe he'd made an error and lower his guard — a fabricated weakness.
- openly performed hopelessness ("Do I just... LOSE?") convincingly enough to fool Oli's read from outside the game, despite already building a plan in motion.
- Engraved a visible message for Amelia but whispered a separate cover story to her ("ask me to tie you up like you really want to") specifically to mask that he was the one directing her, deceiving both Bandeer and the referee about the true source of her actions.
- Told Bandeer a fabricated technical detail about the card reader turning on automatically, feeding disinformation dressed as an offhand technical aside.
- Punch as misdirection — used physical contact with Bandeer as pure sleight-of-hand cover to plant cards in his pocket undetected, converting a violent act into a magician's-style diversion.

- Manipulated the CEO into not punishing him for breaking the rules of the game and made Bandeer believe the game kept going because the cameras were not working well when he hit him.
- Converted the Blind Bet finale into a mass-resignation event, walking away not just with a win but with three players' explicit, contractually bound future compliance — turning a single game's outcome into standing influence over multiple people at once
- Pressured a referee, an authority figure representing the show/CEO itself, into confirming facts publicly, effectively building leverage over the institution's credibility, not just individual players.
- Performed a card-swap sleight-of-hand (learned from magician technique) to swap which card he'd "shown" versus which he actually kept, undetected until he chose to explain it.

Strategy, tactics and planning:

- A multi-phase plan requiring pre-game prep (oil smuggled via lighter, hand-carrying technique to preserve oil for later rounds), mid-game

execution (fire-lighting under a strict time limit), and endgame payoff (faking a blank to bait a bad call) — each phase built to set up the next.

- Simultaneously ran a visible message (for Amelia), a hidden message (for the CEO), and a cover story (for Bandeer/the referee) as three coordinated but separately deniable tactical tracks.
- Used the makeshift's "won't close if blocked" safety feature (broom-blocking) as a calculated tactic to physically enter Bandeer's space undetected
- Intentionally let Greg tie with him in Vote Session in order to manipulate the next 2 games and their player distributions.
- Chose to hold his cards stacked (not fanned) from the very first round specifically to preserve oil in case he got different physical cards in round two — planning for an outcome he couldn't yet confirm would happen.
- Set up the string-and-card rig as a backup plan *before* knowing whether the Amelia message would even reach her, planning a redundant path in case the primary one failed.
- Setting up his own endgame conditions — probing whether becoming CEO was "possible" wasn't a spontaneous idea; it was clearly the

culmination of a plan he'd been building toward across multiple games (hacking the system, revealing financials, naming Mratni) — each piece placed to make the final ask land as inevitable rather than desperate.

- Pre-emptively arranged for an official referee to be on standby *before* the game began, based purely on a theory that Bandeer's game might hinge on time and that Bandeer wouldn't referee neutrally — contingency planning before the need was confirmed.
- Deliberately took a 5-minute loss (letting Greg win round 12) as a sacrifice play specifically to expose and eliminate Bandeer's card-tracking advantage — trading a large immediate loss for structural fairness that served his longer-game plan.

Predictions, perception, deduction

- Reading the alliance's exact structure from partial data — deduced the full repeating 10-value betting pattern of the four-player alliance against him purely from watching two or

three rounds of outcomes, without being told the strategy.

- Accurately forecast that feeding Bandeer escalating false information (fake theft, fake ripped cards) would build to a breaking point ending in a rule violation, and timed his final provocation for exactly that moment.
- Picked up on a brief hesitation/expression shift in the referee and correctly inferred that someone (the CEO) had privately instructed him not to let Todor leave the game — an accurate read built from very little visible signal.
- Sent a probe message ("Close outer walls last") specifically to test whether the CEO was paying attention and willing to intervene, correctly anticipating that the response (or lack of it) would reveal the CEO's stance.
- Correctly perceived, essentially on sight, that Amelia would respond to a command-based approach and comply with an unusual request (being tied up) without hesitation — a fast, accurate personality read used immediately.
- Even while performing "hopelessness" for Bandeer/Oli's benefit, his internal calculations tracked precisely what was and wasn't recoverable, showing his actual private

predictions never lost accuracy even while his outward signals were false.
- Read Bandeer's involuntary reactions (visible upset, laughing at the "wrong" moments) to deduce Bandeer wasn't a neutral dealer but was actively rooting for Greg — an accurate read built from behavioral leakage, not stated information.
- Correctly predicted that revealing he could track the deck would provoke Bandeer into re-shuffling in a way that image-tracking could still exploit
- Deducted that the CEO manipulated the previous CEO before the takeover game to make a game that would be advantageous against him 4 years later.

Thinking, Reasoning, Metacognition, Analyzation:

- Treats game rules like a logical system to be parsed for gaps rather than a set of intuitive guidelines, consistently finding technically-valid loopholes (reciprocal rule, "duel needs two cards," eliminated-players-aren't-bound, etc.)

through literal, close reading rather than surface interpretation.

- Consciously reasoned about *what each audience would think he meant*, building the Amelia message, the CEO message, and the Bandeer misdirection as three separate inference paths for three separate minds, evidence of modeling other people's reasoning processes, not just their emotions.
- Working backward from win conditions in Blind Bet - first ruling out just normal betting, realising the opponent alliance cannot be dismantled etc.
- Understood that punching Bandeer would have two simultaneous effects (a cover for planting cards, and a manufactured public "did he just use violence?" controversy) and reasoned through both consequences before acting.
- Didn't just predict Bandeer's actions (see Predictions) but explicitly reasoned about *why* Bandeer would think a certain way — walking through Bandeer's likely chain of inferences step by step before selecting the exact false information to feed him.
- Used deliberately small, information-gathering actions (ripping a thread to test the card reader, sending a minor CEO probe message) specifically as reasoning tools — generating data

to update his internal model before acting on the bigger plan, i.e. an explicit hypothesis-test-conclude loop.
- Reverse-engineered the "secret rule" that community cards add numeric value rather than functioning as standard poker wildcards, purely from hand outcomes across early rounds.

Mental fortitude, risk assessment, composure

- Took a punch from Bandeer directly to the stomach and responded with flat understatement ("not that deep") rather than any visible emotional or defensive reaction, denying Bandeer any read on him even in a genuinely painful, adversarial moment.
- Even while privately registering he might lose (Blind Bet, early rounds), his outward behavior (silence, closed eyes) was ambiguous enough that Oli — a skilled reader — couldn't confidently tell if it was resignation or calculation.

- Deliberately lost his Joker in round one of Joker's Gambit, accepting a real, immediate disadvantage in exchange for a probabilistic future payoff that depended on Bandeer behaving predictably
- Threatened to break camera equipment to force the referee's hand
- Even with high blood loss and high BPM, kept thinking and didn’t panic
- Maintained flat, unbothered responses ("How shocking. I absolutely did not think about that") while under a hard 15-second decision clock nearly every round, never rushing into a visibly panicked play.

Creativity, Unpredictability, **Rule Exploitation**

- Uses fire to make use of the wording of the rules (a duel needs 2 cards), if a card stops being a card when the duel occurs, the duel is impossible.

- Peeled, then le-layered a playing card to make it look like it is burnt from the fire and is a blank, keeping its actual value a secret.
- Bringing Amelia in a game she does not participate in, with it eliminating her - then when the referee wants to stop him, he reasons that the rules are meant for the players, but Amelia is eliminated, so not a player anymore.
- In a completely closed system built to eliminate every possibility of communication, he finds multiple ways to do it anyway (Used the live broadcast to talk to Amelia, Engraved message to Amelia, Morse coded with his leg to the CEO)
- Hacked the system of a game because the rules did not forbid to (later it got forbidden because of him)
- Exploited the structure of the show way of creating future games and players matchup decisions
- Stole the tablet of a referee because it has better performance and battery.
- Made an uncallable bet to force a tie through rule exploitation.
- Left the room to go among other players, just to watch the game he should be playing, while forcing a tie

Included feats: Most I can think of happened up to the Time Poker game, and nothing after that.