First of all, I will use Theory Near in this comparison. Since it is a product of theory, I highly recommend you to read this document. Enjoy reading.
https://docs.google.com/document/d/1T2rCT0dmcI9X4YpWV9MutLbazaAlQomOt-pwARR16i8/edit?usp=drivesdk

FULL SCALE
Manga Light vs Theory Near

○FSIQ●

Extras
Similarities Near(T)
ComprehensionNear(T)
InformationNear(T)
VocabularyNear(T)
CodingLight(M)
Symbol SearchLight(M)
CancellationLight(M)
Digit SpanLight(M)
Picture SpanLight(M)
Auditory Processing IndexNear(T)
Auditory Working MemoryNear(T)
Quantitative ReasoningLight(M)
Short Term MemoryLight(M)
Letter-NumberSequencingLight(M)
Information ProcessingLight(M)
Matrix ReasoningNear(T)
Figure WeightsLight(M)
Picture ConceptsLight(M)
ArithmeticLight(M)
Block DesignLight(M)
Visual PuzzlesLight(M)

General Fsiq Category
VCI(Verbal Comprehension Index)Near(T)
PRI(Perceptual Reasoning Index)Light(M)
NVI(Non-Verbal Index)Near(T)
VSI(Visual Spatial Index)Light(M)
WMI(Working Memory Index)Light(M)
PSI(Processing Speed Index)Light(M)
CFI(Cognitive Flexibility Index)Light(M)
FRI(Fluid Reasoning Index)Near(T)
CRI(Crystallized Reasoning Index)Near(T)
GAI(General Ability Index)Light(M)
CPI(Cognitive Proficiency Index).Light(M)

EFI(Executive Functioning Index).Light(M)

FSIQ.Light(M)

○Overall Intel●

Fluid. Near(T)

Crystallized. Near(T)

Extras Light(M)

Learning.AbilityNear(T)
General KnowledgeNear(T)
Memory.Light(M)
General Adaptation.Light(M)
MultiTask.Light(M)
CognitionLight(M)
G Factor.Light(M)
Logic.Near(T)
Innovator]Light(M)

Gardner(Light(M)
Linguistic-verbalLight(M)
Logical-mathematicalLight(M)
Visual-spatialLight(M)
Body-kinestheticLight(M)
MusicalLight(M)
InterpersonalLight(M)
IntrapersonalLight(M)
NaturalisticLight(M)
ExistentialLight(M)

Overall Intel .Near(T)

○Overall EI●

EP(Near(T)
Observation of Emotions.Near(T)
Interpretation of Emotions.Near(T)
Nonverbal EP.Near(T)
Verbal Ep.Near(T)
Deception Detection.Near(T)
Analyse Realization of Emotions.Near(T)
Emotional Distillation.Near(T)

Understand The Personality)
İntuition Of Emotion.
EU.Near(T)
Understand Ideology.Near(T)
UnderstandingProgressionofEmotions.Near(T)
Insight of Emotions.Near(T)
Comprehension of Emotions.Near(T)
Emotional Vocabulary.Near(T)
Causal Understanding.Near(T)
Allocation of Emotions.Near(T)
Emotional Foresight.Near(T)
UnderstandBackstory.Near(T)
Understandweakspot.Near(T)
Understand the EventNear(T)
EF.Near(T)
Emotional Enaction .Near(T)
Strategic Use of Emotions.Near(T)
FacetoFace.Light(M)
Emotional Settletment.Near(T)
Emotional Manipulation.Near(T)
Indoctrination.Near(T)
Emotional Collapse.
Individual.Near(T)
General.Near(T)
Using Weak spot.Near(T)
EM.Light(M)
Self Regulation.Light(M)
Emotional Control.Near(T)
Emotional Governance.Light(M)
Emotional Resilience.Light(M)
Emotional Creativity.Light(M)
Emotional Flexibilty .Light(M)
General Managment.Light(M)
General Emotional Adaptability.Light(M)
EE.Light(M)
Cognitive Use of Emotions.Light(M)
Diversity of Emotions.Light(M)
Task Completion.Light(M)
Emotional Fluency.Light(M)
Motivation.Light(M)
Realization of Emotions.Light(M)
Use the Emotional Creativity.Light(M)
Emotional Adaptability(New Things).Light(M)
Empathy.Near(T)
Harmony of the Emotions.Light(M)
Use of Emotions.Light(M)
Can Be MotivetLight(M)
ER.Light(M)

Self-Awareness .Light(M)
EmotinalCognination .Light(M)
Internal perception.Light(M)
Analyse Realization of own Emotions.Light(M)
Internal understandingLight(M)
Understanding Progression ofEmotions Light(M)
Insight of Emotions.Light(M)
Comprehension of Emotions.)Light(M)

Overall EI . CGEW

○Overall SI●

Social Awareness .Near(T)
Leadership Light(M)
Influence BuildingLight(M)
Social Influence .Light(M)
Social Skills Light(M)
Social Engineering .Light(M)
Social Adaption .Light(M)
Social Cognition .Near(T)
AuraLight(M)
Seduction .Light(M)
Charisma .Light(M)
Social Arrangement.Near(T)
Social Intuiton.Near(T)
Social process adaptation.Light(M)

Overall SI .Light(M)

○Overall Ac●

Mental fortitude .Light(M)
Stress tolerance.Light(M)
Impulse management.Light(M)
Cognitive discipline.Light(M)
Composure.Light(M)
MotivationforAc.Light(M)
PerseveranceLight(M)
Adap to PainLight(M)
PainLevelLight(M)
EscapeVelocityLight(M)

Overall Ac.Light(M)

○Overall Thinking●

Critical .Near(T)
Abstract .Near(T)
Associative .Near(T)
Holistic .Near(T)
Convergent .Near(T)
Application.Near(T)
Lateral.Light(M)
Linear.Near(T)
Analytical .Light(M)
Conceptual .Near(T)
Systematic.Near(T)
Divergent .Light(M)
Innovative.Light(M)
Metacognition .Light(M)
Detalized .Near(T)
FastLight(M)

Overall Thinking .Near(T)

○Overall Reasoning●

Counterfactual.Near(T)
Causal .Near(T)
Analogical .Near(T)
Numerical.Light(M)
Illogical.Light(M)
Logical.Near(T)
Deductive .Near(T)
Abstract .Near(T)
Inductive .Near(T)
Abductive .Near(T)
Deduction .Near(T)

Overall Reasoning .Near(T)

○Overall Deception●

Misdirection .Near(T)
Fabrication .Light(M)
Concealment .Light(M)
Unpredictable .Near(T)
Acting skills .Light(M)

Disguise .Light(M)
Bluffing .Light(M)
Poker Face .Near(T)
Info controlNear(T)
Info Concealment .Near(T)
Info MakeNear(T)

Deception .Near(T)

○Overall Manipulation&Methods●

Mass .Light(M)
Indirect .Near(T)
Direct .Light(M)
Psychological .Near(T)
Emotional .Light(M)
Logical .Near(T)
Illogical .Light(M)
Event .Near(T)
Financial Manipulation Noone Lmao
Information ManipulationNear(T)
MindControl.Near(T)
BrainWashing.Light(M)
Cognitive Manipulation.Near(T)
Indoctrination.Near(T)
Gaslighting .No one
Guilt-Tripping .No one
3Theory Near(T)
Silent Treatment No one
Isolation ManipulationNo one
Seduction .Light(M)
Love-Bombing .Light(M)
White Knight .Light(M)
Scapegoating .Near(T)
BlackMailing .Near(T)

Manipulation .Near(T)

○Overall Strategy●

Logistics .Near(T)
Effectivness .Light(M)
Efficiency .Near(T)
Adaptability .Light(M)
Execution .Light(M)
Forecasting Near(T)
Shelding .Near(T)

Lenght .Light(M)
Versality Near(T)
Resillence.Light(M)
Complexity.Near(T)
Succes Rate.Light(M)

Overall Strategy CGEW

○Overall Planning●

Coverage Light(M)
Intricacies .Near(T)
Invincibility .Light(M)
Contingency .Light(M)
Preparation .Light(M)
Short-Term Planning .Near(T)
Long-Term Planning .Light(M)
Planning Complexity .Near(T)
Logical Prediction .Near(T)
Execution .Light(M)

Overall Planning Light(M)

○Counteraction●

Risk TakingLight(M)
ContingenciesLight(M)
Improvising(Light(M)
Traps evasion(Near(T)
Heuristic Methods .Near(T)
Overcoming limitationsNear(T)
UnpredictabilityNear(T)
Counter .Near(T)

Counteraction .Near(T)

○Prep●

Information Processing(Light(M)
IfluenceUsingNear(T)
Risk calculationNear(T)
Analytical Methods.Light(M)
Analysis CGEW
(Prescriptive Analysis.Light(M)
Diagnostic Analysis.Near(T)
Descriptive Analysis.Near(T)
Logical Analysis .Light(M)

Different Perspective Analysis.Near(T)
Surface Analysis.Near(T)
Wide Analysis.Light(M)
Numerical analysis).Light(M)

Prep .CGEW

○Field Skills●

Continuity AdaptationLight(M)
Decision MakingLight(M)
Information Gathering.Light(M)
Setting Trap.Light(M)
ManagmentAbilty.Light(M)
Empirical Methods.Near(T)
Tactics(.Light(M)
Tactic Storage.Light(M)
Multiple Tactics.Light(M)
New Tactics.Light(M)
Managing Tactics).Light(M)

Field Skills .Light(M)

○Sensory/Instinct●

Observation .Near(T)
Perception .Light(M)
Intuition .Near(T)
Anticaption .Near(T)
Insight .Near(T)

Sensory/InstinctNear(T)

○Psychology●

General Psychological .Near(T)
Psychological Knowledge.Near(T)
Psychological Warfare .Light(M)
Psychological Awareness .Near(T)
Profiling(.Near(T)
Emotional profiling .Near(T)
Personality profiling.Near(T)
Social Profiling(.Light(M)
Profiling the outcome of society's influences.Light(M)
Profiling social causes of society).Light(M)

Reading(.Near(T)
Hot Reading .Near(T)
Cold Reading .Near(T)
People Reading .Near(T)
Mind Reading.Near(T)
Lie Reading).Near(T)

Psychology .Near(T)

○Situation●

Strategic Progressive Games
(Intel,Thk,Rsn,Strategy,Fieldskills)Near(T)
Realistic Wide World Games(Planing Manipulation,Prep,Ei,Si,Thk,Counter)Near(T)
Fixed Situations
(Fsiq,Intel,Thk,Rsn,sensory,Strategy,Counter,Fieldskills,Prep,)Near(T)
Non-Fixed
(Situations(Ei,Si,Counter,Thk,Rsn,Intel,instinct,Man,Dec,Psy,Plan)Near(T)
Complex Situations
(Fsiq,Intel,Thk,Rsn,Ei,Si,Man,Dec,Counter,Fieldskills,Psy,instinct,)Near(T)
BackRoundSituations
(Prep,Thk,Rsn,Sensory,instinct,Ei,Ac,psy)Near(T)
Field Situatiouns
(Man,Dec,Fieldskills,Strategy,Si,Ei,Ac,psy)Near(T)
The Perfect Detective(Thk,rsn,fsiq,intel,prep,ac,sensory)Near(T)
The Perfect Manipulator(Ei,Si,man,dec,strat,plan,psy,counter)Near(T)
In Real Life situations(every cats)Near(T)
In Real Life situations(influence)(everycats)+influenceLight(M)
In AirPokerLight(M)
In Surpassing The LeaderNear(T)
In Contraband gamesNear(T)
In Friendelss GameNear(T)
In CoteLight(M)
In Tomidachi GameNear(T)
AllPossibiltyNear(T)

Situation .Near(T)

Basic Outsmart Scaling

FSIQLight(M)
INTELNear(T)
EINear(T)
SILight(M)
ACLight(M)
THKNear(T)
RSNNear(T)
MANNear(T)

DECNear(T)
PLANLight(M)
STRATLight(M)
PREPNear(T)
COUNTERNear(T)
FIELDSLight(M)
SENSORY/INSNear(T)
PSYNear(T)
SITUATIONSNear(T)

WINNERNear(T) Very high diff

Overall Category Scaling Near(T) 165 Light(M) 163

WINNER Near(T) Extreme diff

Even theory has trouble helping Near LMAOOOOOOOO

Made by Yalvin Shoko Millennium Knight