Karma Akabane



“Even if the questions change, it makes no difference to me.”
“If you want to fight, you must shoot first and ask questions later.”

Academics:

Introductory Performance:

1st Semester Mid Term:
Karma scored 494/500 marks (4th place out of 186), despite Gakuho Asano purposely adding last-minute out of syllabus content, he was prepared for it thanks to the problem-solving techniques and additional "unnecessary" knowledge provided by Korosensei's tutoring.

1st Semester Final Term:
Karma scored 469/500 marks (13th place out of 186), although he barely studied for the exams, Karma was still capable of scoring in the top 7 percentile. For reference, some of the topics covered include but aren't limited to Modern Civics, International Politics, Chemical Equations and Catcher in the Rye for both English and Japanese.

Summer Festival:
After investing ¥5,000 in a string pulling carnival game, Karma was able to calculate the probability of reaching a string that had a prize higher than 4th place or more in the game to be 0.05% from the number of strings and the remaining prizes. He concludes that the game is rigged and threatens to report his findings to the police for such foul play unless the festival vendor agrees to give up the video game console. Karma's calculations are written in his notebook and shown to the audience at the 18:58 timestamp of S2E1 in the anime.

2nd Semester Mid Term:
Karma scored 492/500 marks (2nd place out of 186) by carefully preparing months in advance for the exam which allowed him to overcome the 2 week handicap he had received from studying for the exam.

Career Counselling:
When Korosensei and Karma were discussing his future career options during a career counselling session, Karma correctly inferred the relationship between politicians and bureaucrats, identifying that the latter are the ones who act from behind the scenes for the maintenance of the country. Despite the strong image of the politicians, they were largely useless in moments of crisis such as the Kanto Earthquake were the bureaucrats were the one who took action and kept

the nation from falling apart. He persuades Korosensei on why it would be an ideal job for him in the future because it has better competitive prospects in terms of positional influence.

2nd Semester Final Term:

Overall Performance:

Karma scored 500/500 marks (1st place out of 186) in every subject. The school deliberately prepared study material that was on collegiate level for each subject, he still achieved a perfect score on all of them and performed as an effective tutor for all his classmates, each of whom scored within the top 50. Furthermore, Karma also achieved a higher overall score than Gakushu Asano who is ranked nationally as the number 1 student in Japan and is the smartest student in class A, the members of which are capable of reaching first rate universities with the Big 5 working together they are far more competent than Kungigaoka's subject teachers, the same teachers who were capable of preparing entire entrance exams used by colleges.

What's particularly impressive about this feat is that Karma was able to finish the math exam faster than Gakushu Asano, whose strongest subject is math.. For reference, Gakushu was able to instantly think of 50 clauses to draw up a slave contract based on Japanese civil law in an extremely short amount of time (skip to 15:29 timestamp). The total number of words shown to us in the 5 sample clauses displayed came to around 120 words. Thus we can conclude that Gakushu could instantly come up with and process a far greater amount of information in that extremely short time frame and Karma upscales from this cognitive proficiency feat for solving the final problem of the math exam faster than Gakushu. For reference, Gakushu's strongest subject was math.

Recurrence Relations:

The Problem: "Find the general solution for a[n] as defined in the following recurrence-relation sequence."

Traditional Japanese is read vertically from top to bottom and right to left, hence the question being asked on the bottom of the cyborg would be:

$a_1 = 5$ (i)

$a_{n+1} = 2a_n + 3$ (ii)

Karma uses a trick to solve this equation. Expanding upon his trick, this is what the solution to the problem would like:

$(a_{n+1})/(3^{n+1}) = (2a_n + 3)/(3^{n+1})$ (Dividing both sides of ii by 3^[n+1])

$(a_{n+1})/(3^{n+1}) = (2a_n/3^{n+1}) + (3/3^{n+1})$

$(a_{n+1})/(3^{n+1}) = (2/3) * (a_n/3^n) + (1/3^n)$

Let $b_n = a_n/3^n$ (Defining a new equation as given on Karma's grenade)

$b_{n+1} = (2/3) * b_n + 1/3^n$ (Substitution)

The recurrence for b[n] is:

$b_{n+1} = (2/3) * b_n + 1/3^n$ which is a non-homogeneous recurrence relation.

The Homogeneous part of this equation can be written as:

$b_{n+1} = (2/3) * b_n$

$b_n = C * (2/3)^n$ where C is some constant

Karma states that you have to take the recurrence relation to a particular solution in order to find the general solution of the equation.

The particular solution to this equation is given by:

$$b_n^{particular} = \sum_{k=0}^{n-1} (1/3^k) * (2/3)^{n-k}$$

Using the sum formula for a geometric series:

$b_n^{particular} = (2/3)^n * 2 * (1 - 1/2^n)$

To solve for the constant C using the initial condition:

$b_n = C * (2/3)^n + 2 * (2/3)^n * (1 - 1/2^n)$

$5/3 = C * (2/3) + 2 * (2/3) * (1 - 1/2)$

$5/3 = C * (2/3) + (2/3)$

1 = ⅔*C

C = 3/2

Hence, $b_n = (3/2) * (2/3)^n + 2 * (2/3)^n * (1 - 1/2^n)$

To find the general solution to a[n] and we know that:

$a_n/3^n = b_n$ (as defined earlier)

$a_n = 3^n * b_n$ (multiplying both sides by 3^n)

$a_n = 3^n((3/2) * (2/3)^n + 2 * (2/3)^n * (1 - 1/2^n))$

$a_n = 3^n * 3/2 * (2/3)^n + 2 * 3^n * (2/3)^n * (1 - 1/2^n)$

$a_n = 3/2 * 2^n + 2 * 2^n * (1 - 1/2^n)$

$a_n = 3/2 * 2^n + 2^{n+1} - 2$

$a_n = 4 * 2^n - 3$

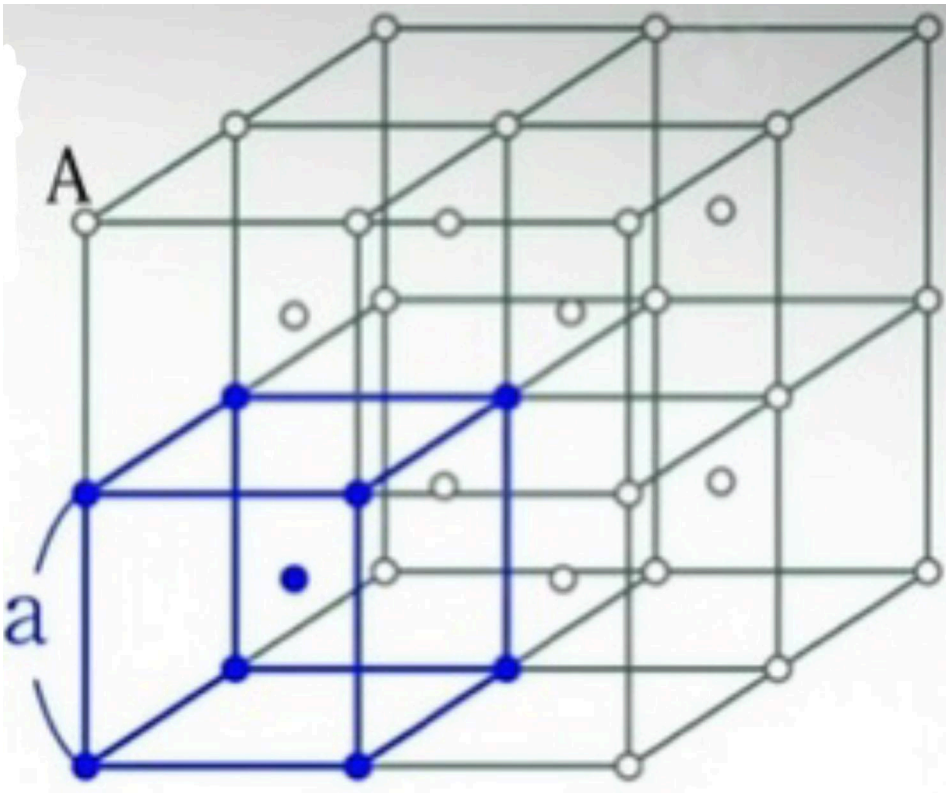
Thus, the general solution for a[n] is $a_n = 2^{n+2} - 3$

This solution can be verified through alternative methods of solving the equation.

Atomic Crystalline Lattice:

Karma perfectly deduces the solution to a complex math problem:

The Problem: *"In the figure below, cubes with side length "a" are stacked and arranged repeatedly, with an atom placed at each vertex and in the centre of each individual cube as shown, in the form of a body-centred cubic crystalline lattice. Assume that the structure is composed of sodium, potassium, or some other alkali metal. Within the body-centred cubic crystalline lattice, the atom at the centre is point A{0}. Inside the cube, the region that is closest to A{0} than any other atom is D{0}. Find the volume of D{0},"*



The problem given above has been asked to find the volume of D[0], which is a region that is described as being closest to the atom “A[0]” as compared to “any other atom”. There are fragments of atoms (that border each vertex of the cube in the diagram) inside of the cube containing the central atom A[0].

It can be deduced that the volume of D[0] would have to be the sum total of the volume of these fragments, as they are the only known entities given in the question that surround the central atom A[0]. Thus, the total volume of the cube given in the question is the sum total of the volumes of the regions A[0] and D[0].

Karma mentally highlights the portion “cubes with sides of length "a" are stacked and arranged repeatedly”. From the diagram given next to the question, it shows that the atoms on the vertex of the cube containing A[0] are surrounded by cubes on all 3 dimensional faces.

The question also clearly states that the cubes have the same sides “a” and take the form of a lattice structure which, by definition, consist of atoms that are perfectly identical to each other in their properties. Therefore, it can be concluded that all the cubes given in the diagram must be identical to each other in terms of their facets and properties.

From this fact, Karma further deduces that, due to the identical nature of the cubes, the volume of the portion of the atom that are on a vertex of the cube containing A[0] and D[0] must be equal to the portions of the atoms that are on the vertices of other cubes that they have been surrounded by.

This is because the identical properties of the cubes surrounding the vertex atom on all three dimensional sides have made it so that the atom on a specific vertex contains equal portions of itself inside of the cubes that said atom has been surrounded by.

There are 8 different three dimensional hemispheres in total, therefore, Karma deduces that one fragment of an atom on the vertex of the cube would contain exactly 1/8th of the volume of the entire atom that it is a part of inside of that one particular cube.

Each cube has fragments of atoms on all 8 of its vertices in total. From the deduction made two points earlier, it can be further deduced there are a total of 8 different portions of vertex atoms, each containing 1/8th of the original volume of the respective atoms that they were initially a part of, inside of the cube.

The question further states that the cube containing A[0] and D[0] is also noted to have a structure of the form of a body-centred crystalline lattice that has been composed akin to that of alkali metals such as Sodium and Potassium. By definition of such a crystal structure, the atoms inside of a body centred crystalline lattice are identical in their properties, which means that the total volume of each singular atom given in the diagram must all be equal to each other.

From this observation, it can be further extrapolated that the fragments of the atoms on the vertices of each cube must therefore be identical to each other in volume. This is because the fragments on the vertices of the cube consist of exactly 1/8th the original total volume of the atoms they were a part of, which have now been proven to be equal to each other in their properties and thus, the total amount of space they occupy (i.e. volume). Thus the volume of each fragment of a vertex atom inside of the cube has to be exactly 1/8th of its own value i.e. 1/8th of one atom.

A cube consists of a total of 8 vertices and each atom has been placed bordering said vertices of the cube. There are a total of 8 different atoms that border the cube and thus 8 different fragments of atoms with an equal volume of exactly

1/8th of one whole atom inside of one cube. Therefore, Karma finally deduces that the sum total of the volume of all 8 fragments given inside of the cube (i.e. the volume of D[0]) is exactly that of one singular atom. This happens to be equal to the volume of the central atom A[0], which also occupies the volume of exactly one atom.

Karma concludes his analysis by visualizing that the entire volume of the cube is solely occupied by regions A[0] and D[0] (refer back to the beginning of the answer) both of which have the same volumes and are thus in the ratio in the ratio 1:1 inside of the cube. This means that each region must occupy exactly one half of the total volume cube, which has a side of “a” that has been given in the question. Therefore, the total volume of region D[0] is (a^3)/2.

During this process of fleshing out his analysis of the problem, Karma was able to analogize the components of the solution to the personal experiences at Class 3-E for the past year and the monologue about “talent” that he had a scene prior. Karma analogizes his life as the cube, himself as the central atom A[0] and the people around him as the atoms on the vertices of the cube. Karma reflects upon his life and cognizes that from inside of his cube he could only see bits and fragments of other people’s invisible parts called “talents” when in reality, he analogizes these “talents” as the portion of the vertex atoms that are outside of the cube something which he couldn’t see inside of his cube.

However, in the same way that all atoms in an atomic crystalline structure are identical, so are the talents of his classmates within Class 3-E, he just couldn’t see it before and had to think outside of the cube. However, when we combine the smaller fragments of the different people we interact with in our life, we find out that the territory held by those fragments is the same as the territory we ourselves hold in our life i.e. the fragments of different people consist of exactly half of our lives. This line of reasoning is analogical to the solution of the problem, the sum of the fragments of the different vertex atoms inside of the cube and finding out that the volume they occupy is equal to that of the central atom A[0] and constitutes exactly half the volume of the cube.

Gakushu’s Method:

Gakushu and the vertex atoms have the same distance from the middle of each other. From that midway point inward until it reaches the opposite vertex atom's midway point is the range his domain has within that part. The same goes for the other six vertices.

He visualizes the atoms on the vertex as enemies whose domains are in the form of heptahedron that are composed of 3 triangular pyramids and a hexagonal pyramid. His domain, the area he's looking for, is a tetradecahedron with eight hexagonal and six square faces. Gakushu's approach is to find the volume of the enemies' domain and subtract it from the cube to find his own domain.

Gakushu can simplify the deduction further because the side length of the pentagonal side is half of "a", the side of the cube. From there, using the Pythagorean theorem and triangular proportions, he is able to find the volume of one of the eight enemy domains and while it is an expression rather than a number, it's just a different way of interpreting the answer. By multiplying that expression by eight, he can find the total volume of the enemies' domain and subtract it from the volume of the cube and get the answer.

The written work shown in the anime and manga shows that he wrote down that he must subtract the 8 vertex atoms from the (cube's volume) to get his answer. He understands the elementary concept of a^3 being the cube's volume. The expression (next to the multiply by 8) represents the number of vertex atoms and the unfinished part after it is the volume of one of the vertex atom domains.

Gakushu had already figured out the answer to the question but had sadly ran out of time to fully flesh out the solution on the pen and paper.

Of course, Karma scales to this from being the only one who was capable of standing as an intellectual and academic rival to Gakushu. In fact, Karma did try to break up the box into tiny pieces akin to what Gakushu was doing until he stumbled across another facet of the problem.

Extra Information:
The listening comprehension section of the English exam had vocabulary that not even Irina Jelavic had taught them. Another question on the math exam required the students to simulate every single possible outcome for a dice probability problem without using the combinations equation formula.

Post-Time Skip:

Karma graduated from the prestigious institutes of Kunugigaoka High School where he had an intense competition with Gakushu Asano, both of whom

repeatedly scored within the top 5 for their national mock exams, and the aforementioned Tokyo University.

After giving a an extremely tiring and demanding entrance exam for Tokyo University's first stream of social sciences that focused on law and political science, Karma says that it was no big deal for him, that none of the problems were beyond what he had expected and he'd easily be able to score full marks on the exam. Despite the extreme difficulty, Karma didn't look worn out in the slightest. In fact, he was just as nonchalant as ever.

Effortlessly passed the Japanese Civil Services exam to become an elite bureaucrat (which has an acceptance rate of less than 3%) and worked his way into the Ministry of Economics, Trade and Industry as the top candidate. The comprehensive service of Japan comprises of the elite bureaucracy (i.e. the service where Karma entered), the recruitment exam for the comprehensive service's legal division is divided into "basic ability test" which measures general intelligence and general knowledge, followed by the "specialised ability test" which measures specialised skills and technical knowledge for their required ministry (i.e. Economics and Commerce for METI) and an "interview test" that measures personality and interpersonal skills. After recruitment, Japanese civil servants undergo a rigorous training process on public administration.

When Karma enrolled in the civil services, he resolved internal factional disputes between the higher ups in the Japanese bureaucracy to mediate an overseas conflict by secretly collecting information on the opposing faction and his own superiors from the inside out, which could cause them to "die" if publicised. Karma correctly anticipated the traitor who tried to double cross him, from the fact that he was trying to prevent him from interfering in this conflict. Not only was Karma able to stop a national crisis from occurring and he also managed to weed out the political extremist bureaucrats who "stubbornly cling to their ideals".

Assassination:

Introductory Attempts:

During his first meeting with Korosensei, Karma creates a pleasant image of a curious boy who wanted to get along with Korosensei and Class 3-E in order to try getting back to the flow of things in school after being suspended. He offers a warm handshake as a sign of friendly greeting, deceiving Korosensei into accepting this handshake and proceeding to crush his hand, revealing that he cut

up an anti-sensei knife in his palm. After surprising him with this attack and causing Korosensei to leap a long distance, Karma further provokes him on being deceived so easily and directly attacks his self esteem in front of the entire class in order to further lower his guard.

Karma uses the previous encounter to embarrass Korosensei further. He gets into an argument with Terasaka in the middle of a class test by provoking him about how his previous assassination attempt failed miserably in front of everyone, which gauges the attention of Korosensei's. Karma reveals that he had stolen the latter's italian gelato from the faculty lounge and proceeds to openly provoke him in front of the entire class which causes Korosensei, in anger, to walk towards and step into a pile of BBs that Karma had kept on the floor, which damages his tentacle. Thus, Karma became the first student to be able to damage him twice in just one day.

Karma's true plan was revealed the next day to be reliant on disrupting Korosensei's classes as much as possible and openly provoking and belittling him in front of his students in order to "kill his spirit bit by bit". Through these repeated humiliations, Karma seeks to crush him as a "teacher": Either Korosensei keeps getting his classes disrupted, which results in the performance of his students to slip down or he inflicts severe punishments against Karma which causes his "image" to "die" in everyone's minds and students will start labelling him as a "monster".

When his plan fails, Karma comes up with a contingency plan that accounts for three different possibilities when he jumps off a cliff, thereby forcing Korosensei into a bind where: 1.) if Korosensei doesn't save him, his reputation as a teacher would fail. And as for the other hand with Korosensei's praise, it's also clear Karma had deliberated what Korosensei would have done, putting himself into Korosensei's shoes. 2.) If Korosensei had rescued him at the speed of sound, Karma's body wouldn't have survived the impact. 3.) If Korosensei moved any slower, Karma would be able to shoot him. This caused Korosensei to improvise and come up with a new technique all together by using his tentacles to cast a giant and sticky web rather than going to save Karma himself.

Baseball Exhibition Game:

Class 3-E is playing the baseball exhibition game against the school's professional baseball club. In the first quarter of the game, Karma provokes the entire audience by highlighting the umpire's choice of not reprimanding the

baseball club's decision to use highly closed off defensive positions to block the field of vision of Class 3-E's batters as well as limiting the areas where their batters could hit the ball towards. He berates the entire crowd as "idiots" and stirs up needless resentment to be used for later.

Later in the match, Karma understood Gakuho's decision to force his team to use bunting manoeuvres against Class 3-E rather than full on strikes, showing the crowd a "spectacle of the elite". Sensing an opening, Karma orders his classmates to be placed in even more closed off defensive positions with himself and Isogai directly limiting the batter's field of view from the pitcher.

This is where the instigation he created earlier comes into play, a fielder coming into contact with the bat is considered obstruction and the umpire has to reprimand these moves. But since the umpire didn't reprimand the baseball club's tactics earlier, he has no choice but to silence his consent on Karma's foul moves when he's reuses the same tactics. Karma projects his bloodlust onto Shindo to override his brainwashing through fear to break up the batter's concentration which causes him to completely miss Sugino's fastball with one strike.

Through these tactics, Karma easily managed to turn the tides of the game in favour of Class 3-E which led to them ultimately winning the match against the baseball club despite being at a disadvantage in terms of the number of players and the experience of their players at baseball.

Pool Incident:

Korosensei and Itona are brawling against each other in the class 3-E swimming pool. Korosensei's mucus has run dry because of an incident that took place the day before where Terasaka had bug bombed the entire class with a spray detergent that caused Korosensei to start rapidly emitting mucus. With his mucus reserves depleted, Korosensei is unable to protect himself from the water which causes his tentacles to swell up on contact. Furthermore, Korosensei cannot concentrate on the battle because Sumire Hara is in danger as the tree branch that she is standing on is unable to support her weight for long.

On Tersaka's insistence, Karma devises a scheme to foil Shiro's plan. He first observes a subtle detail that Terasaka's shirt has some residue of the bug spray left on it due to a light stain on the shirt which was also present the day before, implying that it likely hadn't gone through laundry. Karma also recalls from Itona's last encounter with Korosensei that both Itona and Korosensei share the same

tentacles and thus deduces that they both must share the same weaknesses to anti-sensei materials and water. Building on his chain of logic, Karma deduces that the exposure of Itona's tentacles to the residue of the spray detergent would cause his mucus reserves to start depleting and trigger a reaction where his tentacles will swell up and weaken upon contact with water.

Karma further expands on his theory by correctly surmising that Shiro's objective is not to kill any of the students because keeping them alive has a far greater impact on Korosensei's concentration mid-battle which both Itona and Shiro can exploit to corner him further. Therefore, it is best for Class 3-E to ignore Hara's situation for the time being because neither Itona nor Shiro are trying to kill her and even if she were to fall, Korosensei's first priority would be to catch her as that is the obligation he has placed on himself as the class teacher.

Thus, Karma concludes his full analysis of the situation and formulates a plan to subdue Itona. He orders Terasaka to provoke Itona into a fight. Since they aren't allowed to kill students, Itona will have to hold-back his strength and launch a tentacle attack that has been toned down to simply knock Terasaka out. Now, Teresaka will tightly latch onto Itona's tentacle with his shirt (which is covered in the residue of the previous day's incident) long enough for the residue the be absorbed and dry up the mucus surrounding his tentacles. This alone won't be able to stop Itona, however, through this action Terasaka would be able to distract Itona long enough for Korosensei to save Hara. At this point, an opening will be created for the rest of the class to surround and start ambushing Itona with water on all fronts. Terasaka's attack earlier had dried up Itona's mucus reserves which caused his tentacles to start swelling up from omnidirectional water attacks, rendering him severely weakened and unable to fight the rest of Class 3-E alongside Korosensei.

With the battle now settled, Karma negotiates with Shiro. He tells him that Class 3-E refuses to give up on the billion yen reward for assassinating Korosensei, not to mention that their plan put the lives of the students in danger and deceived Terasaka in the process. If they want to keep going, the whole class will continue their attack. Shiro is left with no choice but to retreat and admits that his carefully planned strategy was outsmarted by clever tactics devised by Karma.

Assassination Island Attempt:

Karma possesses the highest strategy/planning score in entirety of Class 3-E, which should scale him tentatively to the assassination attempt performed on

Korosensei in Okinawa island with the entire class participating together to implement the plan with each member focusing on their specific strengths.

To boost Class 3-E's morale from the disaster of the first term finals, Korosensei makes a bet with the class that if a student of them achieves the top score in a subject or the highest overall score on the first term final exams for the entire grade, they are allowed to destroy one of Korosensei's tentacles. The destruction of one of Korosensei's tentacles leads to an overall speed and energy decrease of about 10%.

Yuma Isogai had kept a reservation in the main building's library to study to begin preparations for their exams. The school library consists of first-rate level preparation materials as well as much needed air conditioning. When the 5 virtuosos Class 3-A notices that Class 3-E is studying in the library and mocks them for being "losers". As a response Class 3-E provokes and rebels against them in order to manipulate Class 3-A into placing a bet where: Whichever of the two classes has the higher number of top spots in the main 5 academic subjects, said class can order the losing class to comply with performing any ONE demand for them.

Class 3-E takes the top spots in English, Science and Social Studies. They take advantage of this bet to order Class 3-A into allowing them to go for the school trip to the island of Okinawa for three days and two nights. Their true intention behind this move was to use the location as the grounds where they will be staging their largest assassination attempt on Korosensei, at a remote island surrounded by water, which weakens his tentacles and would temporarily prevent him from escaping their traps.

However, they knew that just hitting three tentacles won't slow him down enough. Terasaka's group had contingency plans for this exact situation and exploited a loophole in Korosensei's bet, taking advantage of the fact that he never specified "which subjects" does Class 3-E need to achieve the top scores on. Through this line of thought, Terasaka's group studied for the Home Economics exam and all 4 of them achieved a perfect score of 100/100 on the subject.

Korosensei commented that achieving full marks on the home economics exam might have actually been even harder than scoring full marks on the main five academic subjects. This is because home economics isn't a main subject for formal testing and isn't given much importance, which allows for the home

economics teacher in charge to prepare whatever questions they want based on their personal tastes. This meant that, Class 3-E's students who have only taken Korosensei's class would be at an extreme disadvantage. Terasaka's group had done a considerable amount of research work on every possible topic and question trend to score full marks on the exams. Thinking outside the box to exploit a loophole combined with the concentration to strike at it mercilessly is what allowed Class 3-E to claim 7 of Korosensei's tentacles for destruction.

The students would conduct assassination attempt on a remote hut that's far away from the island; a boat is required to reach the location. This also has the effect of making Korosensei sea sick on the boat and trapping him inside with the rest of Class 3-E for the time being.

During their time on the island, Korosensei developed a black tan due to the exposure of his skin to sunlight. Class 3-E constantly makes remarks and provocations on how ugly he's looking, directly manipulating Korosensei into shedding his skin in order to return to his yellow self. They further belittle him on making such a blunder like that, since he had just blundered into removing his once a month defensive protection from anti-sensei weapons which also drained his energy in the process. The attacks on his self-esteem, the blunder he made on top of being sea sick further reduces his physical abilities (albeit just slightly).

Transporting Korosensei into a small hut serves as a way to exploit his weaknesses to sudden changes in the environment i.e. from a large cruise ship to a small hut surrounded by water on all sides. The walls and windows of the entire hut had been covered with anti-sensei materials and the target himself had been thoroughly searched by Nagisa to prevent him from using a swimsuit as an escape option.

After Korosensei had been relaxed down enough, the students proceed to show their target a film whilst exiting and entering the hut in the darkness in the rear simultaneously to distract Korosensei from getting a firm grasp of their positions and numbers. Class 3-E deceives Korosensei by setting up fake dummies infused with Chiba's and Hayami's scents on the piece of land closest to the hut.

Mimura's filmography and Okajima's photography skills combined with Nagisa's information collection allowed Class 3-E to produce a movie that unconsciously draws Korosensei into it through the expert editing, narration, direction, camera blocking and auditory choices. Once Korosensei is drawn into the movie, a

sudden plot twist appears that showcases all of the embarrassing moments where he acts without his dignity such as reading NSFW magazines, disguising a woman to an all female cake event only to get caught, collecting tissues with various clones only to fry them into karaage for eating and an hour long footage of Korosensei's other embarrassing moments. Class 3-E keeps insulting him for these lowly deeds to further crush Korosensei's spirits mentally.

The one hour long movie had emotionally drained Korosensei and caused him to get distracted from the high tide that was flooding the hut with water (implying that Class 3-E had shortened the support beams of the hut). Korosensei's tentacles weakened from the swelling. From there, Class 3-E exploited the bet they had made with Korosensei that those students who had scored the highest marks on one subject of the first term final exams had a claim to be able to shoot only 1 of his tentacles. The 7 students who scored top places on 4 subjects (Science, Social Studies, English and Home Economics) for the entire school, each shot one of Korosensei's tentacles which drastically reduced his energy and speed by 70%.

This combination of getting sea sick, moving from a relaxing cruise ship ride to then suddenly being emotionally embarrassed by Class 3-E's movie and provocations, soaking up sea water by swelling his tentacles on top of having 70% of his speed and energy stripped had all factored in to Korosensei's speed slowing down drastically from his signature Mach 20 speeds along with further dulling his enhanced senses which now made his reflexes drop to slightly superhuman levels.

Just as this was happening, the entire hut surrounding Korosensei had been instantly destroyed and several members of Class 3-E used water pressure to construct flyboards to "group hug" together with weaker members surrounding the platform with water hoses, which created a hydraulic cage of water around their target. Finally, the rest of the members of Class 3-E along with AIFA Ritsu commenced simultaneously shooting BB pellets from subsonic airsoft guns which created a cage made up of a barrage of bullets, they were very keen not to hit Korosensei directly but surround him omnidirectionally to distract him from the location of the killshots.

All of these moves also exploited the latter's weaknesses to sudden changes in the environment i.e. from a small hut to a smaller enclosed hydraulic cage on the outside with another cage of BB pellets on the inside, which created a significant

toll on Korosensei's already extremely decreased energy reserves, thought process and reaction speed. In the flurry of all this chaos created by Class 3-E, Chiba and Hayami, the best snipers of Class 3-E who were on water the entire time and thus had their scents completely undetectable to Korosensei, would rise up and aim the kill shots from behind Korosensei amidst the barrage of BB pellets and finally assassinate him from good.

The plan ended up failing because of Korosensei's absolute defense form. However, according to Ritsu, they had over a 50% chance of succeeding had either Chiba shot his BB pellet just half a second faster or had Hayami shot her BB pellet 30cm closer to the target. According to Korosensei himself, not even entire militaries armed with anti sensei weapons had even come as close as Class 3-E had when it came to assassinating him and if he was just 0.08 seconds late in transforming into his absolute defense form, he would have indeed been assassinated. Korosensei has ranked the island assassination attempt as the best attempt performed in the series.

Building Resort Infiltration:

The entirety of Class 3-E, including Karma was able to memorize the map of an extremely tall and complex building, the infrastructure of which was intentionally designed by architectural experts to confuse professional militia men and terrorists due to its similarities to high-security TV Stations in under 3 minutes.

During his fight against a professional assassin named "Grip", Karma was able to perfectly memorize and copy Karasuma's defensive technique through a few samples of observations. For reference, Karasuma's technique involves blocking, dodging and redirecting attacks in close combat to leave no opening for a direct attack by anticipating the opponent's manoeuvres based on body movements.

However, before the fight, Karma deduced that Grip was deceiving him when he said he wanted a "fair fight" based on the fact that, as a professional hired assassin under a contract, Grip has to stop class 3-E by any means necessary to satisfy his employer even if it involves playing unfairly using weapons.

Through this deduction, Karma was able to anticipate Grip's usage of the gas canister in close combat and was on guard against any weapons that Grip might have used. Thus, when Grip launched a surprise attack with the anesthetic gas canister, Karma pretended to be knocked by Grip and hence, deceived the assassin into lowering his guard down after a perceived victory.

Once Grip was distracted, Karma whipped out the gas canister he picked up from Karasuma's fight with Smog, correctly predicting that any resources he could pick up from the surrounding environment would become useful if a fight were to arise. This attack paralyzed Grip and allowed Karma to restrain him with the rest of class 3-E.

Doppelgänger Mystery:

Karma was the first person in Class 3-E to infer that Korosensei was being framed for underwear theft of big breasted women and other perverted crimes by a wannabe imposter, as part of a bigger scheme to assassinate Korosensei.

He first starts to think from Korosensei's perspective, that if a superbeing like him were to commit crimes, he wouldn't have been sloppy enough to leave this much evidence behind in Class 3-E's building. Karma empathises with his drive and passion for teaching, he knows that if he were to commit crimes like these his reputation as a teacher would have certainly "died" in front of the whole class and from his previous assassination attempts. Karma knows Korosensei isn't willing to let that happen.

Through the process of elimination, the only sensible conclusion would be that he's being framed by an impostor, whose motive is to be chased after by Korosensei in order to lure him into an upcoming assassination trap. As the final pieces fell into place, his suspicion turned toward a familiar puppet master i.e. Shiro. Karma had studied Shiro's personality before, to him, everyone else is just some disposable chess piece whom he can exploit to advance his interests. The imposter who framed Korosensei must have, at least, been aware of his existence and his perverted habits, so the culprit must be very familiar with Korosensei's personality and how he's perceived by his students. Karma knows Shiro is fully capable of exploiting such based on assassination attempts with Itona and thus, it's highly likely that this is another scheme of his.

It should also be noted that he was the first one to notice the imposter as he was carrying out the crime, based on his movements, he also knew that this imposter was no ordinary person but likely a highly skilled assassin which further solidified his initial theory that Shiro was the mastermind behind this scheme. Finally, Shiro reveals himself to the rest of Class 3-E, proving Karma's deduction to be correct.

Class 3-E Paintball Civil War:

Karma devised a well-organized strategy to defeat blue-team during the paintball civil war arc by analysing the talents and specialities of all his classmates to position his team members in their most beneficial areas whilst keeping Blue Team's counter-strategies in check from the beginning of the paintball match all the way to the endgame.

The assassination war opens to Karma seizing the opportunity to strike the moment the exact moment it starts. He orders the sniper duo, Chiba and Hayami, to eliminate Takebayashi and Kataoka through their long and short distance marksmanship. Correctly anticipating that Kataoka would try to formulate a team with Takebayashi working under her, who would use the gunpowder in his pockets to form a rocket launcher that would blast blue ink all over the battlefield. Those two were also the members of blue team most capable of leadership and formulating counter-strategies, eliminating them right at the very start of the game would limit the opposite sides' battle options and strategies at the end game when each team's members are reduced by half.

When Yukiko eliminated Sugaya, Chiba and Okajima, Karma observed that she was using tactics based on online war games and anticipated that she'd be using a battle tactic to attack from the rear by flanking from the outside to come back and assault rather than ambush from the front and he subsequently catches her off guard mid-leap with an ambush. With Yukiko caught off guard and trapped by his chokehold, he swiftly eliminates her from the war.

Karma takes full-control over red-team and starts by rearranging Terasaka's gang in a place near the bushed behind the line dividing the two teams next to a face-shaped rock in order to limit Blue Team's offensive options as their rock-solid strength, teamwork and numbers provides excellent defence against blue team offenders. He also orders Mimura to position himself behind Karasuma towards the left where there's some high ground. Karma knows that Mimura's plain and ordinary personality allows him to go undetected for covert operations which is why Karma arranges him in a spot where he can utilise his keen eye view for producing movies and films as reconnaissance (Karma being the only person in the class to notice this) to disclose the location of blue team's troops while staying hidden through his stealth.

This strategy allowed the Red Team to locate and eliminate various members of the Blue Team by mobilising the troops nearest to them for surprise attacking

ambushes. He makes the most use of Hazama's (the weakest member of red team) ability to blend in with the darkness to swiftly take out Sugino (the close quarters combat expert) and Fuwa (the information analyst of the team), anticipating that a mutual kill would likely occur once she's taken out.

The balance of power has shifted towards Red Team temporarily and throws the Blue Team's formation into complete disarray. Karma doesn't hesitate to take advantage of this opportunity by ordering both Kimura and Okano (the students with the highest agility/mobility scores in red team) to ambush Kayano and Kurahashi as well as communicating to Hayami to eliminate Hara. The former two were the most deceptive members of Blue Team whereas the latter was their trapmaker, it was imperative to eliminate all 3 of them before the endgame.

Karma foresaw the course that the civil war would take from the beginning of the game. He anticipated that in the end game, the members on each side would be reduced by half with a slight advantage in favour of the red team which is why he had taken out both Takebayashi and Kataoka in the very beginning to rob the enemy of their strategic options. In essence, his goal was to make them think that the only means that is left for them to have a chance of winning against red team would be to launch a direct attack with all 5 of their members and leave their defence wide open, at which point he can use the three-man pivot squad of their team to defend their flag:

Hayami's strong kinetic vision and balance along with her short-range shooting skills allows her to quickly adapt to situations in an ever-changing battlefield even with a numerical disadvantage where she's surrounded on all fronts, which makes up for the loss of Chiba's superior long-distance accuracy and range with Itona guarding Hayami at the bottom of the tree with Karma himself defending the flag through his close quarters combat skills in case anyone gets past Hayami and Itona's defensive line alive.

From the very beginning, Karma can visualize the entire map and positions of all respective team members in the battlefield. He correctly anticipates and sees through Isogai's thought process throughout the war, who wouldn't dare to attack from the rear or right flank because of the positioning of Terasaka's 5 member gang whose superior numbers and strength would keep them at bay. Even if one or two of them do make it past Terasaka gang's defense, the area around the flag would be even closer to Hayami's sniping radius, on top of that, they would also have to deal with stealthy sneak attacks from Itona or Karma, whose combat

skills are head and shoulders above anyone class 3-E. Thus the only way for Blue Team to move forward with their offensive front would be to take the longer route towards the left flank and ambush the three-man pivot squad with their slight numerical superiority of four members on the left front.

(For the record, this is the same Isogai who used unpredictable and unconventional strategies to outsmart Gakushu Asano in the poll-topling match despite the handicaps placed on him. Ergo, Karma's ability to predict Isogai's exact thought process and outsmart him in a game of strategic warfare comfortably scales him above Isogai.)

As explained earlier from the analysis of Itona and Hayami, the three-man pivot defensive squad should be able to easily slow down the blue team's offensive squad and stall for time long enough to allow Terasaka's frontline defensive squad to come out of the shadows and start an offensive raid on Red Team's flag. To launch a proper offensive against red team, one person is the most that blue team can can afford in order to defend their flag at which point Terasaka's gang would be used as cannon fodder and act as a meat shield around Nakamura in order to protect her from any possible outside attacks long enough for her to capture Blue Team's exposed flag and end the war with Red Team's victory.

After Nagisa's sneak attack that wiped out his team's frontal offensive squad, Karma manipulates him into settling their feud with a physical fight with knives, despite the latter having the upper hand in stealth and range. Karma uses the fact that, for either of their proposals to work, they both needed the entire class's cooperation and support. If Nagisa had chosen to take the shot and kill Karma, the red team wouldn't have accepted such a victory by Nagisa's "dirty" methods of choosing to win unfairly like that rather than fighting man-to-man against Karma. Red Team comprises the slight majority within Class 3-E, hence Nagisa needed to defeat Karma by his own terms. However, Karma predicted the threat that Nagisa posed to his strategy before the battle and had contingency planned for this moment just in case Nagisa ended up wiping out his offensive squad.

In his battle against Nagisa Shiota, Karma notices the back-up knife hilt on his leg, anticipating that he'd perform the clap stunner. He thoroughly analyzes his fighting style as a pure assassin who single mindedly searches for that one strike to secure victory, carefully paying attention and thinking through the fight. Karma holds his strength back against him and intentionally tanks all of his attacks during the fight in order to make the fight as drawn out as possible to exhaust Nagisa's stamina. Karma is well aware that, in order to convince Blue Team of his

victory and gain their approval, he needs to give Nagisa a fighting chance i.e. make him fight to his absolute physical limit and crush him fully in order to achieve an absolute victory over Blue Team and persuade the entire class for his proposal. Karma's assassination approach consists of thoroughly evaluating the strategies and methods of his opponents in order to come up with countermeasures to "end the fight before it starts".

(**Side Note: Shooting Skill:** Karma possesses a long-distance assassination of 4.5/5 and comparable shooting skills score to Ryunosuke Chiba, who can execute advanced visual-spatial calculations when sniping, factoring in the favourable speed of the wind ranging from 5 to 15 m/s from the given atmosphere as well as the trajectory of the BB pellet after it reaches the 50 metre mark when it begins to change directions and waver, he can position his gun in such a way that it hits a target beyond 100 metres. For reference, even average performers like Maehara specialise in engineering and installing modifications to government made airsoft guns, which are faster than the ones sold on the open market. It should also be noted that Karma also possesses reflexes and kinetic visual acuity superior to everyone in Class 3-E, which puts his kinetic vision above the likes of Rinka Hayami who has superior kinetic vision than Chiba.)

Final Assassination:

When Class 3-E encountered the wolfpack mercenaries, Karma was capable of perceiving the power levels of complete strangers that he had met for the first time in his life the instant he looked at them, running precise simulations of how their fight would play out whilst keeping various advantages and disadvantages in mind, concluding that the fight at that time would be the end of his along with his classmates. After reaching this conclusion, Karma quickly sizes up the situation to conceal Class 3-E's abilities in order to prepare for any future battles and encounters against them.

This arc showcases Class 3-E's peak performance. For the final assassination mission of Class 3-E, Karma takes command of the entire class and coordinates their vast skillset and equipment to their fullest capacity in order to wipeout the Wolfpack Mercenaries, a militant group that comprises more than 30 members and are each considered to be among the best soldiers in the world who were further backed up by regular Japanese defence military soldiers marking the perimeter and were under the command of humanity's best soldier who has participated in thousands of battles.

During the preparation process, Class 3-E planned out 12 different strategy maps in their final mission. From Karasuma's words, 3-E predicts that Karasuma will be able to provide Class 3-E with an opening and that there'd be plenty of time until the killing laser fires even if they wait the full 3 days like he'd suggested. Using that knowledge, Karma identified the best possible route to infiltrate the mountain without being detected, despite the entirety of Class 3-E's mountains being surrounded by Japanese military soldiers and reinforcements from all fronts, even the likes of Takebayashi and Fuwa weren't able to identify any gaps in their defences. When they infiltrated the mountain, Karma divided the class into smaller groups based on the assassination skill sets that were the most compatible with each other.

(S/N: should be noted that every member of the group, including Karma, are capable of traversing through their entire mountain blindfolded)

He initially launched his attack on Jess' group, who was one of the physically strongest members of the wolfpack and manoeuvred the students with the highest mobility and stealth from each subgroup to lure his squad towards them and away from the forest. After luring the mercenaries his group would ambush them from the trees at the right opportunity, smoothly wiping out the entirety of Jess's squad in a short amount of time. To subdue Jess himself, the students with the highest close quarters scores (i.e. Karma, Isogai and Maehara) would coordinate an attack before by having Karma chase him from the front to distract Jess from the surprise ambushes that Isogai and Maehara had launched from both sides. Elbow strikes were carefully aimed at his skull to knock him out. From there on, Karma started to torture Jess with his emergency tool kit in order to use his loud shrieks to lure at least a 3 mercenary squad towards him and take them out with the same stealth ambush performed previously.

For Yoshida's subgroup, once again, the orders were to manoeuvre the faster students and create some noise as bait to lure the mercenaries into Chiba's and Hayami's sniping range, who would use sleep darts to stealthily knock them out. If the members became aware of the sniper duo's positions, the physically stronger students such as Hara would launch a surprise ambush from the trees, using any heavy weapons (such as rocks) they could find on the mountain. This would prevent the intelligence gathering mercenaries and scouts from reporting Class 3-E's positions and numbers to the rest of the Wolfpack.

Karma stations Itona and Ritsu for intelligence gathering to support the operation. Itona can use his engineering skills to create various drones and Ritsu's AI technology allows her to mount those drones and move them around freely. Through this method, the transfer student duo can collect information and perform swift reconnaissance over the entire mountain in order to inform Karma about the positions, numbers and equipment of the mercenaries.

Ritsu notifies Karma about the position of a highly skilled sniping station by the fir tree. The sniper has a range of about 2 KM. Thus, Karma works out the appropriate tactics to outmanoeuvre the mercenaries at that station. He orders Okuda to group up with Terasaka's offensive squad to supply the group with the smoke screen bombs that she created and mobilizes that group to move across the thicket of the crimson glory vines to make it through to the stone oaks and advance up to the lone pine tree. Karma is fully aware that Terasaka's group excel in operating under those conditions where physical strength is required to move through the path of least resistance and protect weaker students. Once they have reached their position, Terasaka's offensive squad fires the smoke screen bombs around the sniping station using slingshots to blind them of his team's positions which allows for their group to move closer. As they reach closer to the sniper's position, they keep firing the smoke screens to remain hidden throughout for the whole route, creating an opening to eliminate the three man sniping squad of the mercenaries by ambushing them from the lone pine tree located directly behind the fir tree where the station is positioned.

To launch an attack on another subgroup of the mercenaries, Karma mobilizes the faster but weaker students of their smaller offensive subgroup (i.e. Yada, Kurahashi and Okajima) who were closest to them. Those three in particular are noted to be the experts of Class 3-E when it comes to distracting others. They were ordered to create some noise as decoys and then hide behind the bushes next to a net trap that was previously made for Korosensei. This action would alert the enemies about their position, lure them into a net trap and surprise them with the "adult" magazines that Okajima had placed next to the trap. At the same time that this was going on, Mimura would move behind those three students to avoid being noticed by the mercenaries and safely reach the activation point of the trap at the left flank. His keen eye for film production is particularly useful in determining the exact timing to activate the net trap. The entire squad is immobilized whilst the rest of Class 3-E shocks them with electric stun guns.

After a job well done, Karma moved on to eliminate another subgroup of the mercenaries. He ordered Kimura and Okano to use their fast free running skills and acrobatics to stealthily distract and lure more mercenaries towards a trap whilst blinding the position of Kataoka, whose strong masculine physique and gymnastics skills allowed her to swiftly reach and push the heavy dumbbell to the ground which activated a trap that launched a rope loop at the lured mercenary and lifted his up the full weight up in the air at a hangman position.

This act set up the defeated mercenary as bait to attract a gunman of their squad who stayed put in his position, forcing him to rush in and try to eliminate class 3-E, only for Nagisa to stealthily sneak up behind the mercenary and incapacitate him with his electric stun gun. The sound of the electrocution lured 3 more mercenaries into moving towards a decoy i.e. a fake mannequin that was wearing Class 3-E's PE uniform and holding a wooden prop gun which throws them off. Ritsu's drone attacked the first mercenary with sleep darts and knocked him out. The second mercenary was knocked out by Suguya with a chloroform napkin. And finally, the third mercenary was ambushed by Chiba and Kayano, the former charged him with a frontal assault and the latter wrapped herself around the enemy with her high agility skills to land a precise knee strike to his head.

To summarize Karma's general strategy: He starts off by mobilizing the agile and weak students as bait and distraction to lure mercenaries into traps that were previously intended for Korosensei. Their swift manoeuvres distract the mercenaries and thus, hide the position of the students who have the particular special skills that are required to activate said trap and are hiding somewhere in the trees. These students will catch the mercenaries off-guard and trap them with a surprise attack once the other students have lured them into position. From here, all the students begin torturing the restrained mercenaries to release loud screams from them in order to bait more soldiers and immobilize them in the same way. This strategy was repeated numerous times to completely wipe out all subgroups of the Wolfpack mercenaries.

Once all of the mercenaries of the Wolfpack had been immobilized and defeated, Karma had to command Class 3-E to fight against humanity's strongest soldier and their biggest obstacle, Craig Houjo. From their previous encounter with his squad, he surmised that the activation for Houjo's predator mode, which triggers his superhuman abilities and instinctual wits, would be caused by the split second removal of his glasses. To combat this, all 27 students of Class 3-E performed complex omnidirectional hit-and-run surprise attacking aerobatic manoeuvres. These manoeuvres were the culmination of the hit-and-run tactics that Karma had carefully fleshed out and studied during the preparation stages.

Karma anticipated that when fighting against an opponent who is more than three times stronger than Karasuma with unparalleled battle instincts; any attempt of running away would only result in all of Class 3-E being captured and they wouldn't stand a chance if they were fighting Craig Houjo in a direct battle despite their overall numerical superiority. He was also well aware of the fact that using air guns and blunt objects would be the optimal decision for this battle, surmising that Houjo would likely be skilled enough to draw class 3-E's attacks into each other ("Friendly Fire") and carefully coordinated the actions of his classmates to prevent this from happening.

The combination of constant hit-and-run attacks facilitated by the use of relatively weaker weapons had psychologically cornered Craig Houjo, who was prevented from unleashing predator mode because of an inability to decide whether or not to take the battle as a play fight or death match. During such indecision, Class 3-E started stealing his various battle options one by one. Karma had commanded them to stay vigilant for the entirety of the operation and perform coordinated strikes under his leadership, patiently waiting to seize the opportunity for a proper attack in order to end the fight before it even starts i.e. before Craig Houjo could even put up a proper battle stance.

Karma formulated these strategies based on the very fundamental approach to assassination that he had learnt from the tutelage of the assassination training regiment that Class 3-E had underwent over the course of one year under their teachers combined with Class 3-E's thorough knowledge of every single location on the mountains and their innate bloodlust desire to kill, treating the battle as a death match against professionals. Thus, despite being a middle school student, he became the very first military commander to whom Craig lost a battle against.

Korotan D:

Chapter 5:

Class 3-E was surrounded by a notorious gang of bandits, whom people tremble upon hearing their name, the 'Shishidan'. In that situation, everyone grew tense except for Karma, who alone remained calm, despite being besieged on all fronts, outnumbered in men and equipment and outmatched in experience. He quickly sizes up the situation and realizes the striking similarities it shares with Class E's sports festival poll-toppling match against Class A.

Karma mentally highlights that once they get besieged it would be all over, he reuses Isogai's tactics from the sports festival to guide the rest of Class 3-E. He commands Isogai to start running with the statue and other high mobility students such as Kimura, Okano, Maehara and Kataoka to follow him.

First, Class 3-E will use their high free running speeds to throw off the rest of the Shishidan in confusion which would create an opening for them to escape from their encirclement and besieged position. and cause further discord in their group coordination by repeatedly throwing around the statue from one Class E member to the next, making the location of the statue more transient and perplexing to the thieves as they attempt to seek a break by rushing towards Korosensei's laboratory.

After Nagisa leads Class E to Korosensei's laboratory, Karma notices its usefulness as a safe hiding-spot from the bandits. He takes note of the equipment that was 3 years old in Korosensei's lair, seeing that those pieces of junk can be used as potential weapons against them, making the most out of his resources. He tells the others to do the same by gathering what's there to use against the bandits. What ruptured upon hitting the bandits' eyes were water balloons left behind by Karma, who filled them with water mixed with Phnom's specialty, hot chili peppers. He and the rest of Class 3-E were capable of crafting water guns from degraded junk, mouse-traps and metal batons within a few minutes and using water filled with chilli pepper to shoot the Shishidians with.

From here, Karma devises a strategy to wipe out the entirety of the Shishidan. He first orders the faster students mentioned previously as bait to lure the bandits into traps he had set up using the weapons he had crafted. Kimura, the fastest free-runner, was carrying the statue in his hand and he used various provocations and insults to anger and lured the Bandits into a trap i.e. a taut jump rope that

had made them lose their balance and fall off the trees. Karma repeated this process of bait-and-trap by coordinating various subgroups of Class E to perform their coordinated hit-and-run surprise attacks, constantly luring the bandits into traps that the class had prepared in a short amount of time even with simple equipment such as fishing tools and insect tools. These tactics succeeded in immobilising a sizeable chunky of the Shishidan, who began using actual swords and ranged weapons to target Class E.

Despite all these disadvantages, Karma prepared one final trap to eliminate them for good. He ordered all of Class E to regroup inside of Korosensei's dome-shaped house with the lights still on. After they had regrouped, the bandits followed them and entered the building, where he turned the lights off to hinder their movements. Karma had prepared various pain inducing traps for them to step on due to the darkness and be immobilised as they screeched with pain. These traps were connected to a mechanism that was built to shoot water balloons and water guns filled with chilli peppers, burning their eyes and blinding them even further from advancing and alerted Class 3-E to their locations.

However, Karma anticipated that the most of the skilled bandits would be capable of finding the room for the source of these water balloons and turn on the lights as soon as the vast majority of their squad had been immobilised. With this foresight in mind, Karma had set his contraptions in such a way that, in the time it took for the skilled bandits were to find the lair where the water weapons were shooting them from and turn on the lights, the other students of Class 3-E will use that short gap to activate a mechanism that collapses the floor beneath the Bandits, who'd all fall to the ground, quickly incapacitating them in the process and finishing off the Shishidan entirely.

Chapter 6:

Karma's quick thinking and adaptability come into play again during the final phases of defeating Rawan and his subordinate, who captured the statue by blackmailing Nagisa to kill Kayano but held her hostage anyway and has escaped from the jungles where he was familiar with every single tree, to the ruins and was waiting for his helicopter in the courtyard to escape. Karma anticipates that there will be a momentary lapse in Rawan's defences whilst he's carrying Kayano and the statue through the rope ladder of the helicopter. He exploits that opportunity to attack, giving instructions to each and everyone of his classmates on tracking him down and avoiding missing the small gap in the defences.

Nagisa lowered his head and motionlessly aimed for his chance like a snake aiming for its prey. Class E, remained in the positions Karma had given him, knowing they couldn't approach the helicopter recklessly. After Rawan and his subordinate were three metres up in the air, Class E started to rise and advance forward, rushing towards the helicopter. Karma, reusing the tactics that Class 3-E had used in the poll-toppling match against Class 3-A in the sports festival, commanded Isogai to position himself in a stance that would allow Itona to jump over 3 meters high and reach the subordinate's feet. Although Itona was kicked off, he dragged the latter along with him which made it shake vigorously causing them to momentarily lose balance and create an opening for an attack.

Class E rushed towards the ladder holding Rawan, who was only one metre in the air and completely immobilized due to his arms holding the statue and legs being paralysed from being grappled by Maehara and Okajima. This created an opening for Okano to use her gymnastic skills to hit Rawan several times in the blind spots and knock him down after he was unable to endure them. This manoeuvre also caused the bag containing the buddha statue to separate from Rawan, allowing Okajima to grab the statue. They proceed to issue a one-sided beatdown on Rawan to distract his subordinate long enough for Nagisa to swing the ladder and make him lose his balance, positioning him in the perfect position for Sugino use his baseball pitching style to launch various high speed stones at the pilot which knocked him out and caused Rawan's subordinate to lett Kayano free from his grasp and land safely in Nagisa's arms. At the same time, the helicopter above got into an accident and crashed into the nearby forest, causing all the members on the helicopter to fall and lose consciousness.