Ayanokouji Kiyotaka - SCD Feats Document

Classroom of the Elite Year 3 Volume 3 (Uninhabited Island Survival Game)

Horny Senpai's counter to DxY statement (Y3V3 ayanokouji loses to Akiyama with a "Low - Mid Diff" range)

Pre-exam, after initial supplies are distributed

FEAT 1: Role Assignment & Leadership Framework

Context: Class C must assign roles (Commander, VIPs, Guards, Analysts, Scout) for the survival game exam. Most students are skeptical of Ayanokouji as the new transfer leader.

Ayanokouji's Actions & Thought Process:

1. Declares expulsion responsibility preemptively:

He announces: "*If we end up receiving the penalty, I'll take on that role [expulsion]"*

His reasoning: "For better or worse, I'm an outsider. Not many days have gone by since I entered this class. If I, who joined to lead the class to victory, instead lead us to defeat, then bearing that responsibility is only logical."

2. Strategic analysis of commander role:

He recognizes commander can track all GPS positions and deploy tactics but notes Class C lacks physically gifted students

His reasoning: "No matter how accurate the instructions the commander issues, it's meaningless if they can't be executed"

Immediate Action: Decides to take Guard role instead of Commander.

3. Chooses suboptimal Commander deliberately:

Appoints Shimazaki (orthodox honor student) over Morishita (eccentric but capable)

His reasoning: Wants someone with "different viewpoint" but Shimazaki volunteers

Sets up communication chain: Commander → VIP Shiraishi → him

Instructs Shimazaki: "*No matter how trivial, I want you to report anything you find strange or unusual without hesitation"*

4. Creates VIP misdirection system

Has guards temporarily hand weapons to VIPs to conceal their identity

His reasoning: "One method for identifying another class's VIP is to see if they can use a weapon... I wanted to include the element of misdirection"

Analysis: Ayanokouji demonstrates meta-strategic thinking by:
- Using his outsider status to secure trust (expulsion commitment)
- Sacrificing commander position to maximize his combat utility
- Recognizing class weaknesses and compensating with systems
- Building redundant communication despite inefficiency

Goal: Establish himself as accountable leader while positioning himself to influence the exam directly as a Guard.

First day, less than an hour after exam start

FEAT 2: Intentional Surrender to Surprise Attack

Context: Class C has stopped to rest and discuss alliance. Ryuuen's Class B launches a GPS-jamming surprise attack.

The Attack:

· Class B uses "Global GPS Shutdown" tactic (30 minutes)
· Approaches from forest while GPS frozen
· Class C takes heavy casualties: 15 students eliminated including one VIP

Ayanokouji later reveals this was intentional on his part:

"*By making it seem like we shifted our focus to teaching how to use the weapons first and formulating a strategy, I created an environment that was easy for a surprise attack."*

"So you left your classmates defenseless and let them take the hit?"

"That's right. Unfortunately for you, winning a shootout wasn't my first priority. I just wanted to create a situation where Class C would have no choice but to rely on Class D, whether they liked it or not."

His Calculated Reasoning:

Alliance resistance: Hashimoto and Morishita were skeptical of allying with Class D
Proof of necessity: Only desperation would make classmates accept alliance
Risk assessment: VIP elimination loses 100 points but not fatal; guards can be sacrificed
Timing: First-day loss leaves 3 days to recover

Analysis: This is a reverse-psychology sacrificial play of high sophistication:

- Sacrifices class strength to achieve political goal
- Predicts opponent's behavior (Ryuuen would attack if opportunity existed)
- Uses defeat as tool for internal class management
- Maintains calm during actual attack

Goal: Force Class C into alliance with Class D by manufacturing a desperate situation.

Timing: Immediately after surprise attack

FEAT 3: Post-Ambush Analysis & Recovery

Immediate Actions:

1. Diagnoses the tactic used:
   · "*The answer is quite simple. Ryuuen's class deliberately kept its distance... to make it seem like they were avoiding engagement... All that was left was to have their commander activate the 'Disable All GPS' tactical card... and their preparations were complete."*
   · Correctly identifies: GPS freeze + scout detection impossible + Class B charging their position
2. Manages class panic:
   · Slows pace from jog to brisk walk when followers show exhaustion
   · "*If we force ourselves to keep going, we'll only increase the risk of our allies dropping out"*
   · Orders hydration break
3. Identifies pursuit and eliminates ambusher:
   · Detects Kondou (Class B) approaching silently
   · Fires single shot hitting him in chest before Kondou can shoot
   · Explanation: "*You weren't able to completely silence your footsteps... Wasting time trying to line up the perfect shot was your downfall"*
4. Takes responsibility publicly:
   · Though internally he intended this outcome, externally frames as his misjudgment
   · Maintains leadership legitimacy despite "**defeat**"

Analysis: He demonstrates:

- Tactical pattern recognition (identifies GPS jamming strategy immediately)
- Situational awareness (detects approaching enemy others missed)
- Crisis management (prioritizes class cohesion over speed)
- Psychological manipulation (accepts blame to maintain trust while having planned the loss)

Goal: Stabilize class after manufactured defeat while eliminating pursuers.

First day, post-ambush through evening

FEAT 4: First Day Strategic Positioning & Supply Management

Key Decisions:

1. Event selection:
   · Class B dominant in west/center; Class A in north
   · Chooses safe G13 (ammo) and D14 (supplies) over contested H9 (food)
   · "Abandoning the nearby food supplies would be frustrating, but that did seem to be the most sensible route"
2. Split-team supply retrieval:
   · Main unit to G13, 4-person detachment with VIP to D14
   · Reasoning: VIP needed to pinpoint event location via commander
   · "To maximize our chances of acquiring the supplies, the VIP's presence was indispensable"
3. Rejects "group up" strategy:
   · Matoba suggests moving all 20 together for safety
   · Ayanokouji counters: "*If I were Ryuuen... I'd be grateful to see Class C moving in one big clump... I could ignore the supplies Class C is targeting and go collect a ton of events instead"*
   · Forces split despite numerical disadvantage
4. Personally retrieves solo supply:
   · Sends rest of class to D12, goes alone to I10 (mountain area)
   · Reasoning: "Even if I don't know the exact location... the watches have a compass... It won't be that hard to reach the designated area itself"
   · Successfully secures food supplies
5. Food rationing system:
   · Implements small frequent meals over large meals
   · Explains physiology: "The energy efficiency of splitting one meal into three is overwhelmingly higher... Carbohydrates... even if a small amount is stored... the rest is converted into fat"

Analysis: This shows:

- Resource prioritization (chooses safety over potential gain)
- Risk distribution (split forces to maximize supply acquisition)
- Counter-intuitive strategy (rejects "safety in numbers" due to enemy incentives)
- Self-reliance (handles highest-risk solo mission)
- Logistics knowledge (understands human energy metabolism)

Goal: Maintain class viability through day 1 despite reduced numbers.

First day, during rest period

FEAT 5: Alliance Presentation & Class Management

The Announcement:

Ayanokouji publicly states: "*I believe this class's ultimate goal, the rank we should be aiming for, is second place... I'm thinking we can give first place to Ichinose's class."*

Reactions & Handling:

1. Hashimoto tries to stop him: "*You should probably stop talking about that here... now's not the time"*
   · Ayanokouji ignores and continues 💀
2. Class opposition:
   · Matoba: "*That's a pretty selfish proposition... throw away first place and aim for second... I can't accept that"*
   · Motodoi: "*We're the ones who have to suck up and bring them a gift... 'We'll make you number one, so let's team up'"*
3. Strategic retreat:
   · *"My bad for bringing this up so suddenly... let's talk about the alliance again after this special exam is over. For now, just forget we had this conversation."*

Analysis of Method:

This is psychological priming. Ayanokouji:

- Introduces unpalatable idea when class is still confident (pre-ambush)
- Lets them reject it to feel in control
- Later, after surprise attack and battle losses, they'll remember this option favorably
- Creates contrast between "rejected then" and "necessary now"

Confirmation in Epilogue:

"*Even Hashimoto and Morishita... were highly skeptical of the alliance... However, if they were cornered, it was a different story... And so, the Class C students came to plead for Class D's cooperation on their own."*

Goal: Plant alliance idea before desperation makes it seem like their own conclusion.

Day 2, 11:00 AM event

FEAT 6: Koenji-Class B Collision Manipulation

The Setup:

Class B sends 10-person group (including VIP Morofuji) to retrieve supplies at E9. Koenji (Class A, acting alone) is wandering in D6, moving toward their route.

Ayanokouji's Orchestration:

1. Timing the supply raid:
   · Class C attacks G11 to secure supplies at same time
   · This ties up Class B's radio communication with commander Kaneda
   · Morofuji can't reach Kaneda to report Koenji approaching
2. Katsuragi's analysis:
   "*I also believe... there's no doubt Ayanokouji orchestrated this, aiming for the moment Komiya's unit and Koenji would overlap. However, he likely didn't think the probability of an actual engagement was high. It is more natural to see it as him aiming for a by-product of his own attack."*
3. Result:
   · Koenji eliminates 9 of 10 Class B students
   · Only VIP Morofuji escapes
   · Class B loses 9 guards in single engagement

Ayanokouji's Stated Purpose:

"*I decided to give the information I'd obtained to Class B this morning as well... That would be effective in defeating Class A and that information would also act as the catalyst to get Class B to attack Class A."*

Analysis: Triple-layered manipulation:

1. Direct: Ties up Class B's radio so they can't coordinate
2. Indirect: Koenji encounter inflicts damage Ayanokouji couldn't achieve himself
3. Strategic: Weakens Class B relative to alliance, pushes them toward attacking Class A

Risk assessment: Even if engagement didn't occur, the radio jamming alone was valuable.

Goal: Reduce Class B strength without Class C expenditure.

Day 2 evening, just before 6:00 PM

FEAT 7: Solo Infiltration of Class A - VIP Identification

The Operation:

Ayanokouji separates from main group after retrieving G9 supplies, then:

1. Has commander disable his personal GPS:
   · "*Tell them to disable my personal GPS the moment the next GPS update occurs"*
   · Class A can't track his approach
2. Infiltrates Class A campsite at G8:

· Arrives while GPS jammer still active
· Attacks not to eliminate, but to identify VIPs
· "*The objective wasn't to eliminate as many people as possible, but to find out who the VIPs were"*
3. Exploits 6:00 PM rule:
· Times attack so Class A eliminates him after 6:00 PM
· Post-6:00 PM eliminations are invalid; shooter is eliminated instead
· Result: 3 Class A guards eliminated by him, 4 more disqualified for rule violation
· "The result of one person charging in alone was that he forced a mistake from his opponent and got as many as seven students eliminated"
4. Identifies three VIPs:
· Wang Mei-Yu, Satou Maya, Teruhiko Yukimura
· Guards instinctively moved to protect them during attack

Analysis: Masterful exploitation of:

- Rule mechanics (post-6:00 PM elimination reversal)
- Human psychology (guards protect VIPs when threatened)
- Information asymmetry (GPS jamming conceals approach)
- Risk-reward calculation (single student for 7 eliminations + VIP intel)

Goal: Obtain VIP identities to share with Class B, making them attack Class A.

Day 3 (final day), 9:00 AM onward

FEAT 8: Final Day Grand Strategy - Three-Way Chaos

The Situation After Day 2:

· Class A: 3 VIPs + 27 remaining
· Class B: 3 VIPs + 24 remaining
· Class C: 2 VIPs + 12 remaining
· Class D: 3 VIPs + 35 remaining
· C-D Alliance totals ~47 students

Ayanokouji's Four-Pronged Strategy:

Escape from Class A Encirclment

Morning of day 3: Class A surrounds him at their campsite (he stayed overnight there intentionally).

· 16 guards have him surrounded before 9:00 AM
· At 9:00, he simply walks out
· Reasoning: "If he had resolved to fight us at nine o'clock sharp, we could defeat him. But I'm sure he won't fight. He'll pour every ounce of his being into getting away." (Horikita's analysis)
· Easily shakes off pursuit due to superior physical ability

Scout Sacrifice to Class B

Sends Nishi (Scout) toward Class B:

· Student is eliminated (expected)
· But delivers information: Class A's VIP identities
· Ryuuen now knows exactly who to target

Provoking Class B vs Class A Engagement

After receiving VIP intel, Class B attacks Class A from behind using individual GPS jamming

Class A forced to split forces:

· Some fight Class B
· Some left to hold off C-D alliance

VIP Evacuation & Protection

Has Class D VIPs (Beppu, Himeno) escape with Kanzaki while chaos ensues

Uses individual GPS shutdown on them so enemies can't track

Result:

· Class A loses all 3 VIPs → eliminated (last place)
· Class B reduced to 4 students (Ryuuen, Ibuki, Yamashita, Yoshimoto)
· Alliance preserves VIPs for high score

Analysis: This is asymmetric warfare:

- Uses smaller force to trigger larger conflict between enemies
- Sacrifices pawns for information delivery
- Preserves own VIPs while enemies eliminate each other
- Creates chaos where command structure breaks down

Horikita's realization:

"*She was enveloped in a sensation of being swept away by a raging current that allowed no resistance... starting with a single raid from Ayanokouji, she allowed him to manipulate the state of the battle with such ease."*

Goal: Eliminate both Class A and Class B through engineered conflict while protecting alliance VIPs.

Day 3, 3:20 PM - 4:00 PM

FEAT 9: Final Confrontation with Ryuuen

Situation:

· Ayanokouji vs Ryuuen + Ibuki (2v1)
· Ayanokouji out of ammunition after eliminating Yoshimoto
· Ryuuen has full magazine

The Engagement:

1. Outnumbered positioning:
· Ibuki provides suppressing fire while Ryuuen flanks
· Ayanokouji uses limited ammunition (22 rounds) sparingly
· Eliminates Ibuki with precise shot to thigh
2. Runs out of ammo:
· Magazine empty after eliminating Ibuki
· Throws weapon away to run faster
3. Lures Ryuuen to beach:
· Runs from forest to open beach with no cover
· Ryuuen follows, confused by tactical choice
· Ayanokouji explains: "*Doesn't it feel a little strange—that I fled frantically... onto this beach? ...There's no merit to fleeing to a beach like this... where you can't even dodge"*
4. Psychological warfare about Yamamura:
· Claims Yamamura (remaining guard) is behind Ryuuen
· "*She's skilled at erasing her presence... one of the most suitable people for sneaking up quietly"*
· Forces Ryuuen to consider possibility, then turn to check
5. The winning move: While Ryuuen turns to look behind, Ayanokouji throws a pre-damaged paintball from between his fingers
· Hits Ryuuen's abdomen simultaneously as Ryuuen's shot hits him
· Both eliminated simultaneously
· Rule: <u>Simultaneous elimination means both out</u>

The Preparation:

"*How much force was needed to break it on impact? How hard of a surface did it need to hit to break? ...It was something I spent time preparing over the past three days, repeating trials to create the perfect amount of damage so that it wouldn't break [prematurely]."*

Analysis: This is multi-layered strategy:

1. Layer 1 - Psychological: Yamamura bluff forces Ryuuen to divide attention
2. Layer 2 - Environmental: Beach removes cover, making Ryuuen confident (and thus less cautious)
3. Layer 3 - Mechanical: Pre-damaged paintball creates weapon from non-weapon
4. Layer 4 - Temporal: Simultaneous elimination prevents Ryuuen from claiming victory

Ryuuen's reaction:

"*In the end, that idiot Ibuki was the most right, huh. This is the pathetic result of being too damn fixated on you."*

Goal: Achieve mutual elimination to secure Class B's defeat while preserving alliance's ranking advantage.

Epilogue, post-exam

FEAT 10: Meta-Goal Revelation - Forced Alliance

The True Objective Revealed:

Ayanokouji explains his overarching goal for the entire exam:

"*I'll make it official here. I, Class D and Ichinose have joined forces... But even if you call it an alliance, the other students, especially those in Class C, wouldn't just accept it. That's why my top priority was to drive them into a situation where they had no choice but to form one."*

The Method Summary:

1. Made Class C vulnerable by allowing surprise attack
2. Ensured successive defeats to break morale
3. Planted alliance idea early so it was familiar
4. Let classmates "realize" they needed Class D on their own
5. Used alliance to achieve second-place finish

Why Not Simply Propose Alliance:

"*What do you think would've happened if an unscathed Class C and Class D had joined hands? Even someone as bold as you would find it reckless to challenge nearly eighty opponents... In that case, this thought naturally arises: 'Perhaps we could join forces with Class B... crush the lower classes first'"*

A strong C-D alliance would have triggered A-B counter-alliance. A weakened C-D alliance wouldn't.

The Trade-off:

- Sacrificed: ~25 Class C students eliminated, Class points lost, reputation damage
- Gained: Alliance solidified, Class D trust secured, path to Class A accelerated

Final Result:

- Class D: 1st place
- Class C: 2nd place

- Class B: 3rd place
- Class A: 4th place (eliminated)

Analysis: This is strategic self-harm for long-term gain at its highest level (below siesta ofc)

- Short-term losses accepted for structural advantage
- Uses enemy's aggression (Ryuuen's attack) as tool for internal politics
- Sacrifices class strength to eliminate classmates' resistance to alliance
- Positions Ichinose's class for future cooperation while maintaining Class C's second-place finish

Goal: Secure permanent alliance between Classes C and D for remainder of third year.

FEAT 11: Detection of Anomalies - Shiraishi

After surprise attack, Ayanokouji notices Shiraishi's unnatural trust:

"The outcome of the attack that made even Hashimoto concerned. In contrast, Shiraishi showed no doubt whatsoever that we might lose."

He calls her out at night to test her:

"If there was anything about my command and actions today that made you feel uneasy, I want you to tell me."

She responds: "*At the very least, I trust you. I believe that in the end, you will most certainly meet my expectations. Therefore, there's not a single thing I'm uneasy about."*

His deduction:

"Why had she found it surprising that I, as the leader, would feel anxiety and uncertainty? She wasn't a student incapable of thought... A statement she couldn't have made unless she'd known me from before we became third-years."

"A connection to Sakayanagi... or perhaps, a similar—student, is it?"

He correctly identifies she has prior knowledge of him from somewhere (later revealed as Sakayanagi's influence).

Epilogue Pattern Recognition:

After exam ends, Ayanokouji notices teacher behavior is wrong:

- Hoshinomiya not suppressing joy despite Class D likely winning
- Mashima's demeanor is solemn
- New cardboard boxes unopened
- Students not allowed to rest despite exhaustion

"*For a simple special exam results announcement, the atmosphere was strangely solemn... Something was definitely off... Both of us sensed the strangeness and realized that something new was beginning."*

Correctly predicts new exam is starting immediately.

Analysis: He demonstrates

- Social pattern recognition (identifies unnatural behavior)
- Information gap analysis (recognizes Shiraishi knows something she shouldn't)
- Situational awareness (detects exam continuation before announcement)

Goal: Identify hidden variables and prepare for unexpected developments.

Leadership & Strategy Profile

Category Assessment:

Strategic Scope: Multi-exam (this exam + future alliance benefits)

Risk Tolerance: Extremely high (sacrifices own class members)

Deception Level: Operates on 3+ layers & true goals hidden from allies

Crisis Management: Calm under pressure; uses chaos as tool

Resource Optimization: Maximizes utility of every student (including enemies)

Rule Exploitation: Masterful (6:00 PM rule, GPS jamming, no throwing prohibition)

Psychological Warfare: Priming, bluffing, creating desperation, managing expectations

Physical Ability: Superior to all opponents (can shake 16 pursuers, hit moving targets)

Preparation: Pre-damaged paintball, route memorization, timing coordination

Overall Grade for Volume: A+ (Top-tier strategic manipulation across entire exam)