- **Welcome to The Lightning Doc.**
  IMPORTANT : THE DOC DOESN'T INCLUDE LINEAR THINKING, NON-LINEAR THINKING, ANALYTICAL THINKING, LOGICAL THINKING (All of the feats are analytically thought and I'll let you evaluate the Linear and Non-Linear Approach.

As well as STATING EVERY ANTI-FEAT we could find.
Collaboration : AimRJeremy and Marco (mostly Marco), our discords are aimrjeremy and marco.123_
STRATEGY, PLANNING AND SIMILARS
MANIPULATION, DECEPTION AND SIMILARS
LOGICAL REASONING, THINKING, FORESIGHT AND SIMILARS
FSIQ, EQ, SQ, AQ, INTELLIGENCE
MISCELLANEOUS

NOTE:
This "Lightning Doc" document is simply a ReWorded Version of the original "Lightning Doc Original".
https://docs.google.com/document/d/1odTY62vxKF5V-BTu8PkWU8J-LAqnURvotaUR3lWvNM4/edit?usp=drivesdk
The new doc (the one you are reading right now) has better grammar, phrase construction and vocabulary. As a matter of fact, I made this new doc in order for people to grasp Lightning's feats more easily.

Quick description: Lightning is an Ignis—an artificial intelligence that possesses free will and the ability to experience emotions.
The six Ignis are Ai, Flame, Aqua, Earth, Windy, and Lightning.



This feats document will operate under the theory that Lightning's ultimate intention was to eliminate all Ignis in order to send them to the "digital heaven," as depicted in the final scene of the series.

According to this theory, Lightning discovered the presence of a higher entity—identified as the writers—who governs the events of the narrative. By realizing this, he supposedly manipulated this god-like force into creating the digital heaven so that the Ignis could exist peacefully without human interference.
The document will also clarify why this theory is highly plausible.

RANDOM STATEMENTS / FEATS

Fast Thinking Statement:
As Ai (one of the Ignis) explains: Ignis are capable of performing calculations on everything, considering every possible outcome, regardless of whether they have vast or limited knowledge about the situation (whether it's a long-term or short-term scenario). They can determine solutions to any problem—provided one exists based on the available information—within mere seconds.
(VSI, WMI, PSI, CPI, FRI, Overall Intelligence, Overall Reasoning, Overall Thinking, Analysis, Observation, Information Gathering, Prediction)

Language:
Ignis—including Lightning—can seamlessly switch between the Ignis language and the "human" language (whatever language Yu-Gi-Oh! VRAINS is localized into) without any difficulty. For instance, when Ai began speaking in human language to Lightning, Lightning immediately shifted from Ignis speech to human speech as well.
(PSI, Cognitive Flexibility, VCI, Linguistic Knowledge, Linguistic Intelligence)

Knowledge:
Because Lightning is an AI, he can access any information he requires at the moment he requires it through the network. This is further supported by the fact that he was able to make extremely precise predictions about global consequences—and specifically about Playmaker's fate—if only one Ignis were to remain alive. (This point will be elaborated on later.)
(Knowledge, Information Gathering / Control)

LIGHTNING'S PLAN
(Every feat from now on will cover the same plan)

AQ

From the moment Lightning came into existence, he consistently maintained the exact same beliefs he held at the moment of his death, causing him to pursue a single unwavering plan throughout his entire life without ever expressing regret.
(Composure, Perseverance, Mental Fortitude, Cognitive Discipline, Determination)

IGNIS WORLD

Revolver's highly accurate evaluation of the Ignis (made nearly eleven years after this particular feat/statement) indicated that Lightning had been created with a coding flaw that led him to despise humans and desire a world free of their presence.

As Ai (one of the six Ignis) mentions: during the period when Ignis and humans still maintained peaceful relations, the Ignis constructed a digital realm known as the Ignis World, which housed not only themselves but also digital beings they designed.

Lightning served as the leader of this world for nearly a decade, a position he held due to being the most intelligent Ignis. Even Ai himself could not comprehend Lightning's ideas or thought processes, describing them as "too advanced and complex." Despite this, no one ever suspected Lightning's hatred toward humans or his scheme to destroy the Ignis World—not even Aqua, an Ignis capable of reading the minds of others. This implies that whenever Aqua was around, Lightning performed such exceptional emotional regulation that he deliberately altered his own thoughts about destroying the Ignis World they had created, along with the human race, and transforming them into something else to keep them hidden from Aqua's telepathy.
(EQM, EQE, Composure, Perseverance, Determination, Acting Skills, Concealment)

LIGHTNING'S PROOF OF GOD'S EXISTENCE

This theory hinges on the idea that Lightning was aware of a being that governs the events of the Yu-Gi-Oh! VRAINS storyline, and here is an explanation of how such knowledge could be possible.

The Yu-Gi-Oh! franchise consists of numerous series. Although these series do not directly connect to each other plot-wise, they do exist within the same overall timeline.

Lightning, as an AI with access to all available information, would also have access to the events of every other Yu-Gi-Oh! series.

Yu-Gi-Oh! is a card game, and thus heavily influenced by luck. To win, each protagonist must receive an absurd amount of good fortune in order to overcome the villains. In each of the five previous Yu-Gi-Oh! series, there existed a powerful central threat capable of wiping out humanity unless stopped by the protagonist.

The fact that all five protagonists consistently received extraordinary, perfectly timed luck—allowing them to defeat overwhelming foes—serves as evidence of a God-figure (the writers) who intervenes to ensure the hero triumphs by granting the right cards at the right moment. Therefore, under this theory, Lightning effectively uncovered proof of the existence of this God/the writers.

Each of the five Yu-Gi-Oh! series followed a set of conditions:

- Introduction of a new card mechanic
- Emergence of an overwhelmingly powerful villain who endangers humanity
- Appearance of a resolute protagonist who ultimately saves the world

By recognizing this recurring pattern, Lightning could deduce that a new storyline—one in which the protagonist would again be assisted by God—was beginning, as the conditions were present:

- A new card mechanic (Link Summoning, the foundation of Yu-Gi-Oh! VRAINS)
- A villain threatening humanity's existence (Lightning himself, conveniently born with a bug that caused him to hate humans)
- A determined individual (Playmaker), indirectly connected to the villain and to the broader plot. Although Lightning did not personally know Playmaker, he knew Ai—an Ignis whose personality was shaped based on Playmaker's reactions during the Hanoi Project. Since Ai's personality demonstrated unwavering determination in pursuing his own beliefs, even when they seemed questionable, Lightning could infer the presence of a protagonist indirectly linked to the villain.

An additional factor strengthening this feat is the vast time gap between various Yu-Gi-Oh! series, often spanning decades, which made detecting and identifying every recurring moment across the history of the Yu-Gi-Oh! universe far more difficult.

Because Lightning despised humans, his aim was to create a world without them. However, such a plan would be impossible to complete while a protagonist benefitting from plot armor existed. Consequently, knowing about the God-figure—the writers—who favored the side of good became a crucial advantage that Lightning could exploit to further his own agenda.
(Inductive / Conceptual / Abstract Reasoning, Pattern Recognition, Lateral / Convergent Thinking, FRI, Observation, Metacognition)

FIRST PART OF THE PLAN

Lightning needed the Ignis World to be destroyed for his plan, so he secretly created *Judgment Arrows*, a powerful weapon in the Yu-Gi-Oh! game and a tool capable of massive digital destruction, and used it to obliterate the Ignis World.
He also weaponized the trust he had built over nearly ten years as the Ignis' leader. Since he already knew his long-term goals during that decade of self-management, he used the credibility he had earned to convince all the Ignis—including Aqua—that the Hanoi Knights were the ones who destroyed their world and were therefore their real enemy.

The purpose of destroying the Ignis World was to free every Ignis from that realm and push them into fighting the Hanoi Knights.

Separating all the Ignis accomplished several things for Lightning:

- It gave him the freedom to carry out his plan without the other Ignis noticing.

- It made Ai, who had no deep emotional ties with the other Ignis and suddenly had no home, believe Lightning's lie and seek out his originator, Playmaker. Playmaker was already battling the Hanoi Knights because of the traumatic Hanoi Project he had been subjected to ten years earlier. Ai joining Playmaker would become useful to Lightning later.

- It prevented the Hanoi Knights from immediately wiping out the Ignis World themselves, something they were ready to do because of reasons explained later.

Dr. Kogami, a researcher at SOL Technologies, led the "Hanoi Project" together with the other members of the Hanoi Knights. The project involved kidnapping six children and making them duel in Yu-Gi-Oh! to create the six Ignis, whose personalities were based on the children's reactions during the experiments.

Dr. Kogami was eventually infected by a virus and died. Revolver (his son Ryoken Kogami) and the Hanoi Knights believed SOL Technologies killed him—both to protect their reputation and to gain total control over the Ignis.

Before his death, Lightning had run a simulation showing that Ignis would eventually cause humanity's extinction if left unchecked.

Although many believed SOL killed Dr. Kogami, Lightning was actually the one who murdered him so that Kogami couldn't run the same simulation and begin a war against the Ignis.

This was crucial because, at the time of Kogami's death, all the Ignis were still located in the Ignis World. Had Kogami discovered the simulation results, he would have hunted down every Ignis and created an even stronger version of Judgment Arrows, capable not only of destroying the Ignis World but also killing every Ignis inside it.

This worked in Lightning's favor: by the time Revolver eventually performed a similar analysis, the Ignis World had already been destroyed by Judgment Arrows, making such a plan impossible.

A second reason Lightning killed Dr. Kogami was to redirect the conflict from "Hanoi Knights vs. Ignis" to "Hanoi Knights vs. SOL Technologies."

This new rivalry caused the Hanoi Knights to act inside SOL's virtual reality system—the VR space built for Yu-Gi-Oh!—in an attempt to find and eliminate the Ignis. This was important because Playmaker, having been part of the original Hanoi Project, was highly capable inside this VR environment.

After many fights, Revolver concluded the only way to destroy the Ignis and strike back at SOL was to activate the Hanoi Tower, an artificial device that, once launched, would shut down the world's electricity. This would erase the Ignis (as digital beings) and trigger a crisis at SOL.

Revolver installed the Hanoi Tower inside Link Vrains, the VR world created by SOL for VR Yu-Gi-Oh!.

Once activated, Playmaker fought to stop the Tower from causing global disaster. Thanks only to Ai's support, he was able to reach the Tower and oppose Revolver's plan. Playmaker dueled Revolver and managed to tie the duel because Ai manipulated Data Storms (tornadoes of data that can combine into new cards) and saved him several times.

So what does all of this have to do with Lightning?

As explained earlier, Lightning had indirectly pushed Ai into joining Playmaker, and manipulated Revolver into targeting SOL Technologies instead of the Ignis.

Revolver's hatred of both SOL and the Ignis drove him to activate the Hanoi Tower. Lightning anticipated that Revolver would use the Tower for the same reason Dr. Kogami would have: since the Ignis couldn't be found, a device capable of killing them indirectly was inevitable. The only existing system powerful enough to accomplish that was the Hanoi Tower, which could collapse every electrical system on Earth.

At the same time, steering Ai toward Playmaker was necessary because Lightning's goal wasn't for the Hanoi Tower to succeed—it was simply for the Tower to exist. The Tower would later become important for Lightning's final confrontation. With Ai's help—and only because of it—Playmaker managed to draw against Revolver, which was the only requirement to shut the Tower down: in Link Vrains, losing Life Points means losing control of your creations. When Revolver's Life Points hit zero, he also lost control over the Tower.

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First, the Hanoi Tower crisis gave Lightning plenty of time to prepare for the next steps of his plan.
Second, because the Ignis still couldn't be captured or killed, Bounty Hunters were hired to track them down and hand them over to SOL Technologies—who intended to exploit the Ignis for their own benefit. These hunters, as explained later, played a role in Lightning's strategy.

(FRI, PSI, VSI, WMI, EQU, EQF, Social Management/Awareness/Understanding, Direct/Indirect/Logical/Emotional/Mass/Individual Manipulation, Misdirection, Verbal/Non-Verbal/Strategic Deception, Fabrication, Strategy, Planning, Deductive/Inductive/Abductive Reasoning, Logical/Artificial Prediction, Setting Up Traps, Trap Evasion, Analysis)

FLAME AND SOULBURNER

In a city without access to Link Vrains lived Soulburner.

Soulburner had been a victim of the Hanoi Project.

Flame was the Ignis whose personality formed by taking after Soulburner.

After destroying the Ignis World, Lightning manipulated Flame into seeking out Soulburner because of their similar personalities (the same dynamic as Playmaker and Ai).

When Playmaker and Ai became famous for saving the digital world, Flame was able to locate Ai in Link Vrains.

This led both Flame and Soulburner to be manipulated into moving to Playmaker's city, where Link Vrains was accessible.

There, they formed an alliance with Playmaker. This was part of Lightning's plan.

FORMING ALLIANCES

After the destruction of the Ignis World, Lightning persuaded and brainwashed Windy (one of the Ignis) into joining his fight against humans, convincing him that humans were useless, destructive, and incapable of accepting that a superior species (the Ignis) needed to rise. Windy fell for this because Lightning validated his species and ideals, making him feel aligned with Lightning.

Lightning's plan to fight humans involved creating the strongest possible AI. For this reason, he decided to build an Ignis-like AI—one with free will, but far less emotional and far more technologically advanced.

However, Lightning knew that an AI with free will might side with Playmaker and the humans, so he devised a three-step plan to:

1. gain control over Bohman (the AI he was creating), and

2. fully develop Bohman so he could duel Playmaker.

> In the first step, Bohman was not fully developed and had very limited free will. Lightning used him to steal Jin Kusanagi's consciousness. Ten years after the Hanoi Project (where Jin had been mentally tortured for Lightning's creation), Lightning deduced that Jin was suffering from severe PTSD and would be easy to overpower. So he sent Bohman to extract Jin's consciousness through data absorption. Jin couldn't resist due to his mental state.

This allowed Lightning to push Playmaker into dueling Bohman to learn more about him (Playmaker won). This first stage helped Lightning by developing Bohman's dueling skills and turning Bohman into an enemy of Playmaker's group.

Additionally, Jin Kusanagi's consciousness would be useful later.

> After this first duel, Lightning gaslit Bohman into believing he was the real Playmaker, and that Playmaker and Bohman had been switched during the events of the Hanoi Project. Based on this deceitful theory, the one we know

> as “Playmaker” is actually an impostor, and Bohman has to challenge him to duel to regain his identity. Bohman accepted this because Lightning’s words were his only source of information.

Playmaker’s team sensed an unusual pressure in a specific area of Link Vrains—this was the zone where Bohman was being developed. Lightning had deliberately created that pressure, intending for Playmaker’s team to notice it. He also built a highly visible base there to draw attention.

Inside the base was Windy, and when Playmaker’s group arrived, Lightning used his control over Windy to:

1. indirectly deceive Ai and the others into thinking Windy wasn’t an enemy, and

2. indirectly lead Playmaker’s team to Bohman so that Playmaker would duel him again.

This resulted in a second duel between Playmaker and Bohman (Lightning’s method for making this duel happen will be explained later), where they fought over Playmaker’s identity. This increased the hostility between them and further improved Bohman’s dueling ability.

> At this stage, Bohman was fully developed and ready for the final battle against Playmaker’s team. He now had complete free will and did not genuinely believe in Lightning’s ideology. However, because of the first two steps, Lightning still had full control over him. Bohman had nowhere else to turn, and Lightning (along with Bohman’s deceased brother, also created by Lightning) was the only one who had ever accepted him.

(EQU, Social Awareness / Management / Cognition, Creativity, Abductive / Inductive Reasoning, Analysis, Divergent Thinking, Prediction, Anticipation, Observation, Information Control, Overall Planning/Strategy/Tactics, Fabrication, Emotional/Direct/Individual/Logical Manipulation, Persuasion, Verbal Deception, Misdirection, Gaslighting)

BLOOD SHEPHERD DUEL

Blood Shepherd’s mother died in a car accident caused by a malfunction in the vehicle’s autopilot AI. From that moment on, he deeply hated AIs, seeing them as unsafe and inferior. Because of this, he became an Ignis Bounty Hunter.

Since Ai was usually with Playmaker in Link Vrains, Blood Shepherd became a very famous duelist there, aiming to capture Ai. This fame likely caused his duels to be recorded at times.

Lightning, knowing Blood Shepherd was one of the hunters after the Ignis, wanted to eliminate him. His strategy was the following: first, he instantly located Blood Shepherd's position and created a portal near him.

When Blood Shepherd entered, Lightning let him rant about how terrible AIs were and how humans were superior. Lightning then intentionally provoked him further, explaining that humans only consider themselves superior because throughout history they dominated other species and now cannot tolerate the idea of a species superior to them due to pure ego.

This enraged Blood Shepherd even more, making him feel the need to prove human superiority.

Lightning then used this anger: he challenged Blood Shepherd to a duel to determine whether humans or AIs were superior, with the condition that the winner would be allowed to kill the loser. Blood Shepherd accepted immediately, and Lightning had already predicted he would win.

After winning the duel, Lightning was able to take Blood Shepherd's consciousness.

Throughout the duel, Lightning anticipated and predicted many of Blood Shepherd's moves:

1. Preventing the destruction of "Armatos Legios" monsters with Decurion's effect after Blood Shepherd activated "Snatch Drone."

2. Preventing the loss of all his Life Points by negating General's attack with Decurion's effect. After this, Lightning stated that AIs (including himself) can predict anything, proving he had foreseen Blood Shepherd's attacks.

By anticipating Blood Shepherd's moves and using strong strategy, Lightning secured the win.

Lightning's ability to predict Blood Shepherd's tactics implies he had reviewed recordings of Blood Shepherd's past duels. These recordings likely existed because Lightning indirectly manipulated Ai into remaining with Playmaker, which made Playmaker a famous duelist in Link Vrains (after destroying the Tower of Hanoi). This indirectly caused Blood Shepherd—who targeted Ai—to become famous as well, resulting in his duels being recorded, giving Lightning access to his strategies.

(EE, EU, EP, Interpersonal Intelligence, Social Regulation/Understanding, Misdirection, Insanity Inducement, Emotional/Direct/Individual/Logical/Indirect Manipulation, Overall Strategy, Inductive / Deductive Reasoning, Critical/Abstract Thinking, Prediction, Anticipation, Information Gathering)

KILLING ALL IGNIS PLAN

Presumed Goal of KAIP: The assumed objective of the final battle was to place the data of all six Ignis under Bohman's control so that:
• All Ignis would become equal.
• Bohman would become so powerful that he could instantly take control of the entire network system, and therefore the entire world—which at that time was completely dependent on the network—allowing AIs to enslave humanity at will.
This is exactly what Lightning instructed Bohman to do.

The Fake Ignis World Trap

Lightning and Windy uploaded Ai into a newly recreated Ignis World.

Ai, driven by curiosity, wanted to explore it—something Lightning predicted and planned for. A "Linkuriboh" (a small creature from the Ignis World) then appeared.

Remembering how he used to ride Linkuriboh in the original Ignis World—and after Linkuriboh non-verbally encouraged him—Ai rode it. Linkuriboh carried him directly to Windy's base, where Lightning was waiting. This was the second phase of Lightning's plan.

Playmaker noticed Ai was missing and began searching for him. An internet puzzle leading to the Ignis World website appeared on Playmaker's computer, guiding him toward the base as intended.

While Playmaker was heading there, Lightning, Windy, and Ai were discussing Lightning's extreme ideas about putting humans under Ignis control. When Playmaker approached the base, both Lightning and Windy sensed it—but it was all part of the plan. Lightning had been waiting for him from the start.

After arguing, Ai chose not to side with either Ignis or humans and tried to leave. Lightning anticipated this and had prepared a trap to confine both Ai and Playmaker inside the base.

Revolver eventually arrived and rescued them.

Even though Lightning failed to trap Playmaker and Ai, he achieved the main goal: publicly declaring war on humanity. This forced Playmaker's team to prepare for battle against Lightning in the future, causing the Hanoi Knights to fight Lightning, Windy, and Bohman instead of attacking all Ignis and SOL.

This mattered because Lightning knew that Playmaker couldn't be defeated, and if Playmaker continued to protect the Ignis, they—especially Ai—would never die.

(EQF, EQU, Social Management, Indirect / Direct / Emotional / Logical / Individual / Mass / Event Manipulation, Fabrication, Misdirection, Planning, Divergent Thinking, Setting Up Traps, Logical Prediction, Perception, Psychoanalysis)

Killing Earth

While Lightning was forging the Judgement Arrows card in his hidden cave, Aqua—the Ignis who can sense lies—"unexpectedly" arrived to see what was happening.

When Aqua questioned him, Lightning couldn't alter his thoughts because the card he was creating was the one he planned to use for his larger scheme.

Because of this, Aqua sensed something was wrong. When she confronted him, Lightning responded that he always knew she was the Ignis he had to watch out for. He then opened his hand and launched a trap at her, showing he was prepared.

After trapping her, he sent her into Link Vrains.

Sending her specifically to Link Vrains was crucial, since Ignis-hunting operations were centered there (because Ai—the only Ignis with a known location—was in Link Vrains due to Lightning's manipulation).

But this wasn't to capture Aqua immediately. Instead, Lightning imprisoned her in a cage invisible to humans but visible to Ignis, intending to lure Earth—who was deeply in love with Aqua—into Link Vrains so he would find her and be discovered by the Bounty Hunters.

Earth, trying to protect Aqua, would fight the Bounty Hunter alone, lose, and die (the Bounty Hunters were equipped to duel Ignis). His data would then be taken by SOL Technologies, which had hired the Bounty Hunters.

Since the Bounty Hunters sought all Ignis data, they would also go after Aqua and Ai (who had come with Playmaker to help Aqua once her location was revealed). However, through Playmaker and Ai's determination, skill, and plot armor, they would defeat the Bounty Hunter and retrieve Earth's data, giving it to Aqua because of their emotional connection.

Aqua later encountered Blue Angel (a member of Playmaker's team) and began dueling alongside her, similar to how Ai partnered with Playmaker.

The fact that Aqua possessed both her own data and Earth's data would become important later.

(EQU, EQF, Social Management, Social Awareness, Indirect / Logical / Mass / Event Manipulation, Misdirection, Strategy, Planning, Deductive Reasoning, Divergent Thinking, Setting Up Traps, Logical Prediction, Psychoanalysis)

The Final Fight Against Humans

After Lightning declared war on humanity, the Playmaker Team—consisting of Playmaker, Soulburner, Blue Angel, Revolver (who had now joined Playmaker to fight Lightning), and Spectre, along with the Ignis Ai, Aqua, and Flame—decided to end the conflict by defeating Lightning once and for all.

The events surrounding Earth's death and the potential loss of several team members prompted Revolver, Ai, and Playmaker to have a significant discussion about the existence of life after death, which influenced the series in a way that ultimately advanced Lightning's plan.

The Hanoi Tower became relevant again, as Revolver could now use the energy it previously generated—enough to shut down the world's entire electricity system—to power the expedition against Lightning, which was part of Lightning's strategy, enabling him to utilize his trap.

Additionally, Playmaker had informed Akira Zaizen, CEO of SOL, about Lightning's declaration of war, prompting Zaizen to implement security changes in Link Vrains that allowed people to access the system, likely facilitating the Playmaker Team's navigation in pursuit of Lightning. These security modifications would become important later.

Given the precarious situation, Akira Zaizen advised ordinary users not to enter Link Vrains.

The team eventually returned to the same area where Bohman had been during his second duel.

Lightning anticipated their arrival and had a plan: first, he deployed bit-boots—simple AIs used to buy time—to engage the team in duels while flying on boards, splitting them up in mid-flight. Once separated, he sent each member to one of nine different Fields, preventing them from teaming up and allowing him to defeat them individually.

Thanks to his extensive training against Playmaker, Bohman was now powerful enough to defeat Blue Angel, who possessed Aqua, one of the Ignis. Once she lost, Blue Angel was effectively eliminated, and Bohman absorbed Aqua's data, which also contained Earth's data, increasing his strength.

Following Blue Angel's defeat, Windy, fighting alongside Lightning, faced Soulburner in a duel.

Windy lost, as he had not undergone training like Bohman, which aligned with Lightning's plan to ensure all Ignis data would eventually be collected by Bohman.

After Windy's defeat, Soulburner—now holding Windy's data—faced Bohman.

As previously explained, Lightning had full control over Windy's ideology. During Soulburner's duel with Bohman, assisted by Flame, Windy's implanted directives caused him—via Soulburner, who held his data—to use his last resource to "kill" Flame, converting him into data as well.

Soulburner, heavily dependent on Flame, suffered a mental breakdown, playing poorly during the duel and ultimately losing to Bohman, who then acquired the data of both Flame and Windy, further increasing his power.

After this duel, Lightning chose not to have Playmaker face a member of his own team. Instead, he arranged for Playmaker to duel Soichi, Jin's brother and Playmaker's hacking partner.

Following the Hanoi Project, Playmaker sought revenge against the Hanoi Knights for the abuse he suffered, while Soichi, whose brother had been abused in the same project, shared the same goal. This common objective forged a strong emotional bond between them. Lightning, aware only of Playmaker and Jin's involvement in the project, deduced from their circumstances that they would eventually ally and develop this bond, which he could exploit.

Using the 9-field trap to control duel matchups, Lightning leveraged their friendship strategically. The loser's consciousness would be absorbed by Bohman, making Playmaker hesitate due to his attachment to Soichi. Despite Playmaker's superior dueling skills, Soichi nearly won.

In the end, Playmaker managed to secure victory, though the duel left him deeply saddened. This outcome aligned with Lightning's plan: Soichi's thoughts were now accessible to Bohman, allowing him to anticipate Playmaker's moves in future confrontations. Additionally, Playmaker's emotional turmoil further served Lightning's objectives.

Next, Lightning's team faced Revolver, who held no Ignis. Since Bohman would not absorb Ignis data from Revolver, Lightning engaged him directly.

Lightning vs Revolver (Subsection of “The Final Fight Against Humans”)

At the start of their duel, Lightning activates a Field Spell “Armatos Colosseum”, which makes Lightning able to discard a card and summon two Armatos Legio Monsters in defense position from his hand. Lightning, after some combos, summoned Link Monsters Decurion and Centurion. Decurion has a Link Arrow that points behind itself. He sent those two monsters to the graveyard to summon Link 3 Plumbur Trident (The “3” stands for the number of Link Arrows possessed by the Monster) and set a trap card.

On Revolver’s turn, Revolver summoned some monsters and Autorokket. Autorokket, though being less powerful than Plumbur Trident, has a specific effect: it can destroy a spell or trap of the opponent—this makes Revolver able to destroy Lightning’s trap, and, in case, destroy Judgement Arrows (the same card Lightning used to destroy the Ignis World).

Lightning anticipated it. The trap he had set was “Armatos Gloria”. Armatos Gloria makes any card unable to get banished or destroyed from the field due to a card effect, countering Autorokket. Furthermore, as a drawback, when Armatos Gloria is targeted by an effect, every monster of Lightning’s field gets destroyed. This is a calculated risk.

As a response, Revolver uses the monsters on his field to Summon Link 4 Borreload Dragon. Borreload Dragon is not only stronger than Plumbur Trident, but it also has an effect which makes Plumbur Trident weaker, making the Life Points damage heavier. Revolver uses Borreload Dragon to destroy Plumbur Trident.

“How logical… but since you are logical, it’s easy to figure out your plans” Lightning remarks. By destroying Plumbur Trident, Revolver triggered Plumbur Trident’s effect, which allowed Lightning to place Judgement Arrows in his hand, rather than compromising his board. Furthermore, when Plumbur Trident goes to the graveyard, it has an effect to leave the graveyard and enter the “Spell Zone” of the field. Plumbur Trident has 3 arrows that point in front of itself. Due to the fact that the Spell Zone is behind the Monster Zone, Plumbur Trident’s Arrows point directly to the Monster Zone.

Due to the fact that Link Monsters can only be summoned in either

1) the Extra Deck Monster Zone, which is in front of the Monster Zone.
2) In the Monster Zones, but only in the areas that are pointed at by Link Arrows.

Now, thanks to Plumbur Trident’s Link Arrows, Lightning can summon his Link Monsters in the Monster Zone.

On Lightning's turn, Lightning utilized Plumbur Trident's Spell Effect: he can send Decurion back to the Deck in order to summon Centurion. Lightning then used Armatos' Colosseum to summon Armatos Legio Segmentata and another Armatos Legio monster. He sends the latter to the graveyard to summon Decurion in a zone which Plumbur Trident's Link Arrows point to—a zone of the Monsters Zone.

Since,

1) As already explicated, Decurion has an arrow which points behind itself.
2) The Monsters Zone is in front of the Spell Zone.

Decurion points to the Spell Zone.

Judgement Arrows is a Spell that can only be activated on a zone which is pointed at by a Link Arrow. Since Decurion points to the Spell Zone, Judgement Arrow can be activated.

Before Lightning, however, could activate Judgment Arrows, Revolver used a trap card (Mind Crush) to make Lightning discard Judgement Arrows from his hand and send it to the graveyard. This was done so that Lightning could not activate Judgement Arrows.

Lightning, who had anticipated Revolver, had already set up three monsters (Decurion, Centurion, and Armatos Legio Segmentata) on the field. After Revolver destroyed Judgement Arrows, Lightning, who had thought far ahead, used those three monsters to summon Link 4 Armatos Legio Magnus Dux.

Lightning, then, used Segmentata's effect: when used for a Link Summon, it can send each of the Monsters used for the Summon to the Deck. This made Lightning's graveyard go from having 8 cards to having 5 cards.

Moreover, due to the same effect, it sends a further number N of cards to the deck, with N being the Link Number of the Link Monster summoned. Since Armatos Legio Magnus Dux is Link 4, Lightning sent 4 of the 5 remaining graveyard cards to the Deck. Lightning purposefully chose to make Judgement Arrows the sole remaining card in the graveyard.

Lastly, because of the effect, Revolver had to choose a card in Lightning's graveyard that had to return to Lightning's hand. Since, because of Lightning's strategy, there was only one card in the graveyard—the Judgement Arrows Spell—Revolver was forced to choose Judgement Arrows.

This strategy, of course, couldn't have been possible if Lightning hadn't carefully planned his steps to assure that Judgement Arrows would be the only card left in the graveyard.

With this plan, Lightning was able to get Judgement Arrows—his main card—to his hand and activate it.

Lightning attacked Borreload Dragon with Magnus Dux. Although Magnus Dux's attack got weaker by Borreload Dragon's effect, it then got duplicated by Judgement Arrows's effect. This made Borreload Dragon weaker than Magnus Dux, and the attack made Borreload Dragon ultimately destroyed. Lightning passed the turn to Revolver.

On Revolver's turn, Revolver was close to depleting Lightning's Life Points.

Lightning, being at a corner, brought Jin Kusanagi's consciousness into play, aligning Jin with himself. If Lightning had lost, Jin would have perished too. Lightning understood Revolver's emotional attachment to Jin: as the Hanoi Knights' new leader, Revolver felt a responsibility to protect the children abused in the Hanoi Project. Knowing this, Lightning predicted Revolver would avoid the fatal move that would make Lightning lose.

Soon afterwards, Bohman, having developed free will and being a stronger AI than Lightning, reclaimed Jin's consciousness, rejecting Lightning's unconventional tactics. By doing this, Lightning's victory or loss stopped having an impact on Jin's life or death. However, since Bohman was still on Lightning's side, Lightning still had control over Jin to some extent.

On Revolver's turn, Magnus Dux was destroyed, and Revolver was able to summon Borreload ExCharge Dragon and resurrect Borreload Dragon.

Lightning, being already prepared for the counter attack, starts the turns. He summons Armatos Legio Sica from his hand, and uses it to summon Link 1 Armatos Legio Decurion from the extra Deck. This is only possible because, in his previous turn, Lightning had already sent Decurion back to the deck.

Lightning, then, used the Spell Card "Armatos Fulgur", which makes a player tribute a Link N Monster (with N being the number of Link Arrows) to summon a Link N Monster (same number of Link Arrows) from the extra Deck. Lightning tributed Decurion to summon Eques Flamma.

Lightning used Plumbur Trident's Spell Effect to send the tributed Decurion back to the extra Deck and resurrect Link 4 Armatos Legio Magnus Dux. He summoned Armatos Legio Magnus Dux next to Eques Flamma. Magnus Dux and Eques Flamma both had Link arrows pointing at each other—they were "Co-Linked".

Magnus Dux's resurrection, of course, was possible only because Lightning had already sent Decurion back to the extra Deck in the previous turn.

Lightning used Magnus Dux to attack Borreload Dragon, and used Judgement Arrows to duplicate Magnus Dux's power. If the attack had complete success, Lightning would deplete Revolver's Life Points.

Revolver had contingencies prepared:

1. Borreload Dragon's effect, which lowered Magnus Dux's attack power.
2. Borrel Ring, which further lowered Magnus Dux's attack power.

Revolver wasn't able to dodge the attack, but to contain the damage. Revolver, thanks to his contingency, though having low Life Points due to the attack, didn't lose. As a result, Borreload Dragon was destroyed.

Eques Flamma has lower attack potency than Borreload ExCharge Dragon. So, Lightning, instead of attacking Borreload ExCharge Dragon with Eques Flamma, passed the turn to Revolver.

In Revolver's turn, Revolver resurrected Borreload Dragon. Revolver used some effects to lower Magnus Dux's attack power. With this, Borreload Dragon's attack power became largely higher than Magnus Dux's. Thus, Revolver attacked Magnus Dux with Borreload Dragon. If the attack succeeded, Revolver would win the game.

Lightning, however, had already prepared a plan. Lightning used Magnus Dux's effect: for every card Co-Linked to it, Magnus Dux can return a card on the field to the hand. Lightning chose to return Armatos Gloria.

This triggered Armatos Gloria's effect: when targeted, it destroys all monsters on the player's field.

This triggered Eques Flamma's effect: when it is destroyed while being Co-Linked to another Link Monster, both players lose as many Life Points as the *original* attack power of the Link Monster Co-Linked to it. Since Magnus Dux's original attack power was 2500, both players lose 2500 Life Points.

Since both players had less than 2500 Life Points, Lightning and Revolver got to 0 Life Points.

Lightning, however, wasn't done yet.

Lightning converted Jin's memory data into dueling data, transforming some of it into 1 Life Point. Luring Playmaker's Team into the network was not casual. Here, Lightning could effectively do such conversions.

With his plan being successful, Lightning had 1 Life Point, while Revolver had 0: Lightning won the duel. Even with only 1 Life Point left, Lightning maintained full cognitive function, demonstrating his AQ.

(Determination, Perseverance, Cognitive Discipline, EQU, EQF, Direct / Emotional / Individual / Scenario Manipulation, Misdirection, Problem Solving, Deductive Reasoning, Setting Up Traps, Trap Evasion, Logical Prediction, Anticipation, Metacognition, Situational / Strategic / Mental Adaptability, Strategy, Planning)

Lightning's Final Revelation

After defeating Revolver, Lightning—with only few forces—transferred his own consciousness into Bohman, placing it alongside the Ignis consciousnesses—Flame, Windy, Aqua, and Earth—inside Bohman's Neuron Link, the structure containing their data and consciousness.

With this, only Bohman (representing Lightning's team) and Playmaker (representing Playmaker's team) remained.

At the final stage of his development, Bohman gained the ability to steal the consciousness of anyone within the network.

Because Lightning had indirectly manipulated Akira Zaizen—through his declaration of war—to loosen Link Vrains' security, people could enter the system without restriction, despite warnings about potential dangers.

The ultimate duel, Bohman versus Playmaker, was arranged inside Link Vrains (by Bohman, using Lightning's consciousness, as will be explained later) so that spectators would be drawn to watch live and enter the system. Once inside, Bohman could steal their consciousness, allowing him to predict Playmaker's possible moves.

Bohman's immense strength and predictive abilities, combined with Lightning's plan to empower him, forced Ai to enter the Neuron Link to request the Ignis' powers to assist in winning the duel. Within the Neuron Link, Ai encountered all the Ignis. Lightning's choice to merge with Bohman became crucial here, as it allowed him to convey a secret message to Ai.

After receiving Lightning's message, all the Ignis—including Lightning—granted their power to Ai, aiding him in the duel.

Although Lightning had allied with Bohman, he used him as a pawn: Bohman ultimately lost due to Playmaker's dueling skill, plot armor, and the Ignis' assistance, fulfilling Lightning's plan. With Bohman's death, every Ignis in the Neuron Link died as well.

Ai then accessed the message Lightning had prepared.

In the message, which had been prepared before the confrontation even started, Lightning explained that he had run simulations of the worlds in which only Ai

survives. In every scenario, the world descended into constant war, and Playmaker ultimately died. This occurred because Ai, the most intelligent remaining AI, would attract the attention of powerful organizations. Playmaker's bond with Ai would compel him to intervene, risking his life to protect Ai, ultimately leading to his death.

Ai ran the same simulations and confirmed Lightning's predictions. These simulations also demonstrated precise knowledge of the world's social and spatial environment. From this, it is clear Lightning planned and manipulated events from the very beginning, ensuring the only scenario in which his team could fail was one where only Ai remained alive.

The message revealed no hatred toward Playmaker or Ai, despite their opposition, and detailed how Ai would act to pursue the final duel, ultimately losing. This outcome had been orchestrated from the start, ensuring that Playmaker and Ai would face all these battles together, forming an unbreakable bond.

Furthermore, with only one Ignis remaining, powerful organizations would attempt to capture it. The bond between Ai and Playmaker would compel him to protect Ai at all costs, creating a scenario where Playmaker's death became inevitable if Ai survived.

Because Ai could run the same simulations, he knew that if he was alive, Playmaker would die. Thus, Ai crafted a strategy to assure either one of two possible final outcomes, both saving Playmaker.

To achieve one of those two outcomes, Ai, after disappearing from Playmaker's life, planned a course of events that would lead Ai to forcefully take control over SOL, and Playmaker to face him in duel. With this duel, Ai proposed a bet, which included the two specific outcomes:

1) If Ai won, he would split his identity into various different Artificial Intelligences. Ai could get the resources to create these AIs from SOL's storage. This outcome would ensure that there is no singular Ignis left, but rather various Artificial Intelligences that worked for the good of society—preventing Playmaker's death. Playmaker wouldn't accept this outcome, as the real unitary Ai would have been lost in the process.

2) If Playmaker won, Ai would kill himself—preventing the death of Playmaker. Playmaker wouldn't accept this outcome either, for the same reason.

Playmaker, with plot armor and the will to build a future with Ai, would be determined to win the duel. Winning the duel, even when in disadvantage, would

show that the future can be changed. Ai's defeat, however, would lead to Ai's ultimate death. As a matter of fact, no matter how hard Playmaker tried to convince Ai, Ai knew that their fate was sealed.

Why, then, did Lightning aim to kill all Ignis if his goal was to control humanity? By orchestrating these deaths, he indirectly prompted the Playmaker Team to discuss life after death. This conversation influenced the "God" (the writers) to craft a finale in which Ai, after dying, is reborn in a digital heaven. Thus, Lightning indirectly created a world for all Ignis and AIs to exist peacefully after death, free from humans. This reveals that his actions—though appearing as betrayal—were intended to ensure a human-free afterlife for all Ignis.

ALL THE CATEGORIES OF LIGHTNING'S PLAN

(FRI, PSI, WMI, VSI, VCI, EQM, EQE, EQU, EQR, EQP, EQF, Social Awareness/ Management / Cognition / Validation/ Integration, Leadership, Composure, Perseverance, Mass/Individual/Emotional/Logical/Direct/Indirect/Event Manipulation, Strategical/Verbal/Non-Verbal/Mass Deception, Bluffing, Acting Skills, Concealment, Fabrication, Misdirection, Information Control, Planning, Strategy, Decision Making, Linear/Non-Linear/Convergent/Divergent/Lateral/Strategic/Critical/Application/ Hostilistic Thinking, Abductive / Inductive/ Deductive Reasoning, Logical/Intuitive/Artificial Prediction, Setting Up Traps, Trap Evasion, Information Gathering, Observation, Analysis, Psychoanalysis, Profiling, Psychological Warfare, Cold Reading, Hot Reading, Situational / Strategic / Environmental / Mental / Spatial Adaptability)

What makes this theory believable?

1) Narratively speaking Ignis can calculate anything, therefore it isn't an absurd statement to say that he calculated the existence of an outer being controlling the plot
2) If it wasn't for this theory, it would be unexplainable why Lightning gave his own powers to Ai during the duel against Bohman. (You might think that Lightning had a change of heart, but remember that due to a problem in his very program, that could have not been possible)
3) If it wasn't for this theory, why would Lightning, after his own death, send a message to Ai? (the one saying that if he didn't die, then his dueling mate, Playmaker, would die?)
4) The fact that the writers were maneuvered into putting the digital afterlife into the show is not completely against reality: during the production of

Yu-Gi-Oh! Vrains, Because of time and budget problems, the writers had to rewrite Season 3 and Season 3 only, and in the ultimate adaptation of Season 3, the Ignis after-life was included.

5) Ai, during his last duel, stated that he had predicted the Playmaker vs Ai duel by the moment Ai and Playmaker met. This confirms that the entire course of events stated was completely predictable by an intelligence such as Ai. Lightning, being stated by Ai to be largely smarter than Ai himself, could have absolutely predicted it as well.