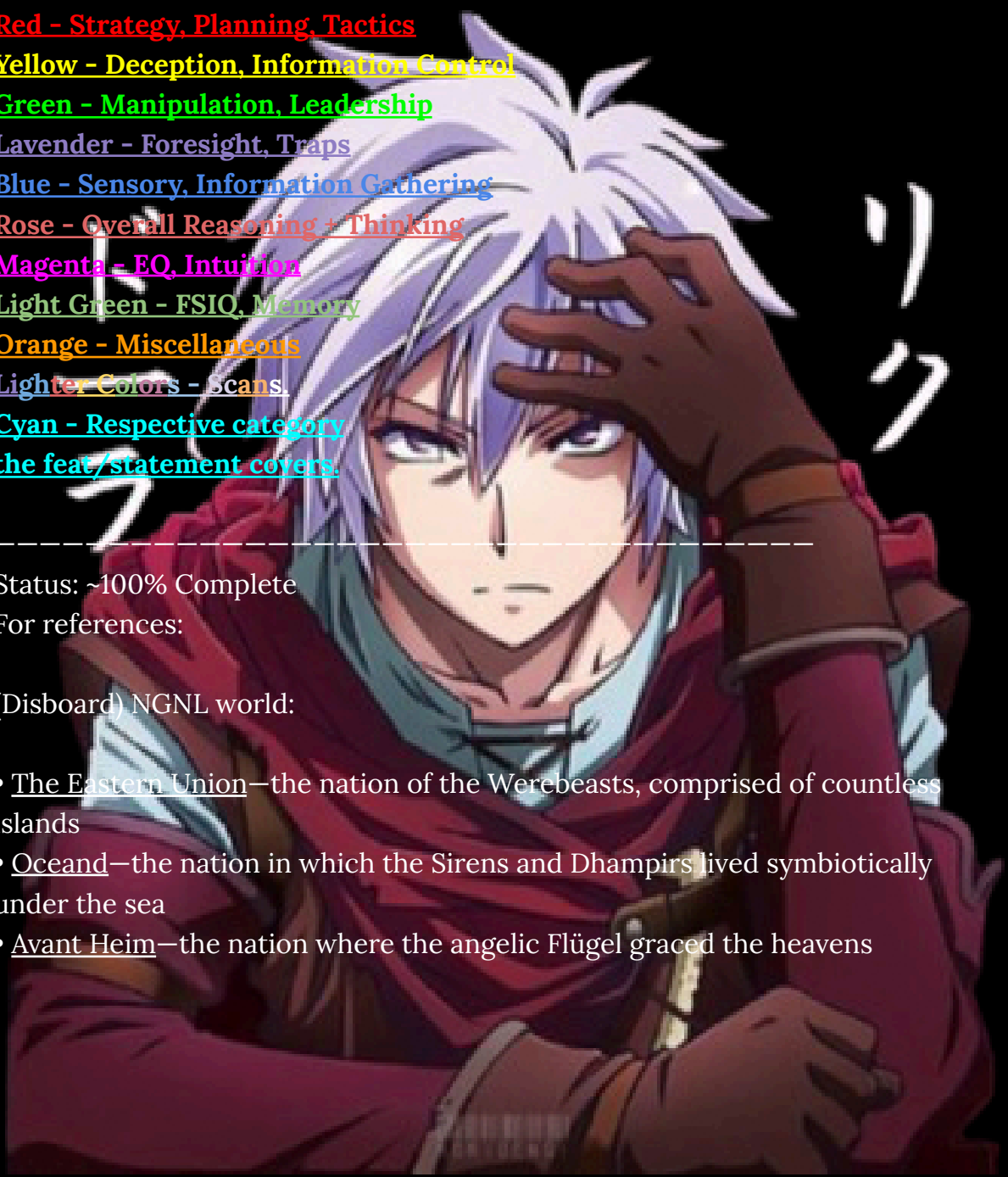
Riku Dola

The Infernal Spieler
The White Phantom King
The Ghost

A showcase of all his mental feats, statements and abilities.

Made by DAX PMFT, JayChef and Eagle Union



Red - Strategy, Planning, Tactics
Yellow - Deception, Information Control
Green - Manipulation, Leadership
Lavender - Foresight, Traps
Blue - Sensory, Information Gathering
Rose - Overall Reasoning + Thinking
Magenta - EQ, Intuition
Light Green - FSIQ, Memory
Orange - Miscellaneous
Lighter Colors - Scans
Cyan - Respective category the feat/statement covers.

Status: ~100% Complete
For references:

(Disboard) NGNL world:

• The Eastern Union—the nation of the Werebeasts, comprised of countless islands
• Oceand—the nation in which the Sirens and Dhampirs lived symbiotically under the sea
• Avant Heim—the nation where the angelic Flügel graced the heavens

Top Races Ranked:

1. Old Dei
2. Phantasma
3. Elemental
4. Dragonia
5. Gigant
6. Flugel
7. Elf
8. Dwarf
9. Fairy
10. Ex Machina
11. Demonia
12. Dhampir
13. Lunamana
14. Werebeast
15. Siren
16. Immanity/Human

Start:

Prologue

(V6) - From the age of seven and even period, Riku already had an ideology of being able to achieve just about anything if hard work was being put in which he expressed from his hobby of playing games—in particular chess.
Once growing up, everyone around Riku had discarded the concept of games as they now believe it to be 'childish' but this never stopped Riku from not only playing chess but to also imagine an ultimate opponent while playing all his own. From doing so, Riku imagined and had been playing with "He" alone in his room—Tet.
Riku had never won a single game against him but it enticed Riku even more to formulate new strategies in order to find weak points and win some day.

However, in contrast he had noticed sudden light from outside which was the destruction of his village perpetrated by the conflict between the Dragonia and Ex Machina.
While clutching his chessboard in the midst of his village being burned down in front of him, despite being a kid Riku understood and saw through the concept that the other races didn't consider humans as *players* in the real world and were just seen as collateral. Due to this his ideology had been altered and deemed the world to be foul with no limitations to be as simple as games.
Despite the area being ravaged by war flames and sand, barely Riku is able to see a person through the flames and is able to perceive even the shape of the person.
Not only that but Riku is able to sense and perceive that the person had met his gaze through the flames as well and while running away is able to sense the glare aimed at his back from the person—the person in this context is Schwi.
In addition, Riku is able to manage his experiencing agony and rage from his village's ruin from the hands of the other races and from that day was said to go from a boy to a man—implicating his rapid maturity and enticing his will in wanting to survive the War.

Riku Dola at the age of thirteen was already taken by Couron's village and arrived in a cave along with the two thousand people who'd survived during their village being burned down by the conflict between the Dragonia and Flugel—killing all of the village leaders in the process.
Riku was forced to make the harsh choice in acting as the commander for a village of two thousand too scared to fight against the Great War.
Not only does he do this but he does it instantaneously and completely adapts in becoming a leader.
While the survivors weep, sop and declare their existence is invisible and insignificant to the other races while in anger shout out, Riku uses the concept of 'existing' and embraces the thought of not 'existing' as a way to entice his own desire on living while managing the villagers' emotions.
The thought of being invisible makes it so they'll be known as 'ghosts' and will use this as a means to not be perceivable by anyone while at the same time using this to find whatever is needed for someone to see the end of the War in which Riku was described to be eyes darker than the darkness caves themselves and regulated the sporadic emotions of the villagers and made them follow him to a cave Riku scouted out and found in the dark caves. For a reminder he showed

such social management and abstract thinking all at the age of thirteen showing overall great FRI.
From thirteen to eighteen, from Riku's leadership, only 48 out of 2000 (+) people have died.
While it can be considered impressive especially considering the races they confronted were supernatural, Riku had no choice but to carry the burden of not only saving his village but the guilt of "killing" all 48 of his comrades at the current age of eighteen while regulating his emotions when around others without shedding a single tear. However, Riku does show extreme levels of frustration and self loathing in private and even broke a wooden table with his fists from his thoughts cursing him from his "hypocrisy". Nevertheless, Riku uses this hate as a way to entice his motivation in stopping the Great War.
Riku Dola also throughout the novel has shown an extensive amount of knowledge as he's said to hold countless books in his room while expressing knowledge on quite literally all the abilities, weaknesses and names of the existing races and their respective territories as well as having knowledge on various other extras like black ash, spirit-breaking rites and more; proving Riku Dola has complete world knowledge regarding Disboard.
Despite Riku's bizarre learning speed and learning ability skills that seem very unrealistic, there's logical and abstract meaning as to why he was able to adapt instantly as a leader at such a young age. Ever since Riku was very small, he's always had the thrill of playing chess with the original ideology of believing the world is simple and that one can achieve anything if put in the given hard work. Riku, despite others abandoning chess from seeing it as 'childish' as they get older, continues to play chess while imagining facing his perfect opponent (Tet) while always considering his next moves; this explains his naturally great fast thinking.
Combining his fast thinking with him formulating tactics and strategies in his head constantly while fighting against his perfect opponent in his mind, to an extent helps him to make quick decisions to decide the fate of the village and how they would handle the war when he realizes the world isn't as simple as a game; warping his own very ideology he's had since childhood.
(General Intelligence [VCI + FRI], Sensory, Abstract Thinking, Mental Fortitude, Charisma, EQM, EQE, Leadership)

Chapter 1

(V6) - Riku Dola along with a small group, Alei and Ivan, went into an abandoned

Dwarven battleship while wearing particle masks and cloaks to protect themselves from the black ash. During their venture through the ship they find a whole map consisting of the Dwarves' latest strategies (regarding the creation of E-bombs) and current positions in which Riku being able to decipher some code due to being able to read Dwarven and instructs both Alei and Ivan to copy the whole map along with himself.
The reason why they couldn't physically take the map is due to the risk of being detected from carrying anything that uses spirits from monsters since the map is digital being projected through Dwarven gadgets.
Alei however insisted due to it not being heavy and it wasting paper in which Riku Dola shows potent interpersonal EM and fear inducement to Alei having him stop short with his sharp voice in which Riku intimidates and gaslights Alei in saying if he wants to die, it'd contribute to preventing a monster from destroying the entire group in which meekly understands and goes along Riku's decision.
(EQM, Gaslighting, Leadership)

(V6) - Riku has shown very impressive LTWM as he remembers all 48 (including the recent late Ivan) of his deceased partners' faces and even their names in the midst of constant warfare for the five years he's been head of the village as he was reminiscing about giving them the same order to "die" as well as remembering when they died, where they died and for what. Not only can Riku remember the names of his late partners, but he can directly recall ALL the names from the first all the way to his most recent partner Ivan. Which is not only powerful LTWM but also decently strong WMI as well.
(Memory [WMI + LTM])

(V6) - After Riku's group left the location of the World Map projector, they encountered a strong vibration in the cave complex and they had to hide.
Riku cut the tip of his index finger in order to expose his nerve onto the ground, this allows him to retrieve information about the vibrations and rhythm through his fingertips, which is transmitted to other senses. This ultimately allows him to analyze any sort of kinesthetic data with immense accuracy, as he pinpointed that the hostile creature had 2 legs, it was 180 feet away, it was slow and heavy due to it being around 3 times heavier than humans. This ability which was stated to far exceed rationality is strongly reminiscent of Echolocation, but this is multiple steps above that. It allows Riku to ultimately analyze physical data without exposing himself to danger such as poking his head out cover.
(Data Analysis, Perception, VSI)

(V6) - Riku along with Couron both created a ‘spirit compass’ which is used to detect sources of magic thus other races possessing abilities. It mainly comprises pyroxene which is reactant to large spirit response and obsidian to reflect the magical flow to the pin while canceling out the pyroxene magical presence to make the compass itself undetected from any races. While it’s unrealistic it genuinely makes logical sense as the usage for obsidian irl is to block, absorb and transform negative energy in the same way the spirit compass does. Because of this, it’s good on-screen knowledge for both Riku and Couron along with resourceful thinking.
(Methods [Crystallised], Application Thinking)

Chapter 2 (Pre Timeskip)

(V6) - As Riku travels to the eastern ruins with coordinates of the remains of Elven metropolis via the Dwarven Map, he takes shelter due to the black ash in the atmosphere growing thick.
Doing so Riku had noticed an Ex Machina (Schwi) though he tried to ignore it and pass on since as long as an Ex Machina isn’t provoked, they’d bear no aggression against anyone.
Despite this, the next instant, he finds himself flat on the ground with his gear stripped off his torso with most of his memory from at instant being wiped completely. However, Riku had still induced based on the fact he was flat on the ground, he had hit his head hard which caused him to go unconscious in that sudden instant while the Ex Machina sitting on top of him calls Riku big brother and wants him to make it a woman. (Ikr… 💀)
From the Ex Machina’s monotone line of calling him big brother and it’s abnormal action in attacking Riku unprovoked, he had induced the Ex Machina was undergoing a memory disorder in which gets proven true when the Ex Machina out of confusion asks what’s happening and later reaches an error in comprehension.
(Inductive Reasoning, Observation, Fast Thinking)

(V6) - Ex Machina are a race of machines possessing clusters that link all of them together and capable of reproducing any kind of attacks under a second and are able to stockpile their overall power.

However in normal circumstances, Ex Machina are not proactively violent unless they perceive something as a threat.
Knew to Riku taking this into account for being knowledgeable on every race, despite the naked female looking Ex Machina on top of him he regulated himself not to use any reflex or say anything that might make it attack and actually cause harm to him unlike before as his death would result in the loss of the human race.
(EQM)

(V6) - While suppressing his heart rate and reflex to stay composed toward Schwi, Riku after pointing out Schwi had spoken the human tongue, made him deduce the human existence had been recognised even in this current Great War.
From Riku's hesitation towards the Ex Machina straddling him, Schwi then asks: "Hypothesis: Values of fantasy parameters invalid?", which Riku comprehends to be talking about his personal preferences regarding sexual interactions.
In Riku's response to Schwi for not getting his consent in straddling him initially, Schwi replies by saying it was an accident in what Riku deduced to be connected to the 'big brother' response from it being a 'soulless recitation' from what Riku describes it.
Riku also naturally goes blank from such an awkward response in which Schwi confirms no change in his "body temperature, pulse rate, or reproductive organs."
From this Riku deduced Schwi had been checking and analyzing his physical reactions. Furthermore, in the midst of finding himself struggling to compose himself, Riku deducted that Schwi was interrogating him purposely as a way to confirm if Riku was antagonistic or not from also analyzing his psychological responses in which Riku lying to the Ex Machina would be very likely to be taken as hostile if detected.
From Riku's awkward yet progressive conversation with Schwi, Riku had used the subtle yet crucial information he had gathered from Schwi gauging his psychological responses speaking the human tongue, making conjectures on human sexual activity with one of them assuming humans respond to any values of sexual arousal brought from reading Riku's fear via psychological responses which further questioned if she wasn't deemed sexually attractive to Riku getting straddled by her.
Taking all of this into account, he had deduced and psychologically analysed the Ex Machina's desire of wanting knowledge of the "heart" which Schwi described to be a language originated from humans and had deduced the Ex Machina had

been watching and studying the human race for a long time for Schwi to take such action.
Riku cold reading Schwi's wanting to learn language of the "heart" makes even more sense considering he also took into account Ex Machina compared to humans lack hearts being machines in addition to compared to all other races, humans being the weakest have relied on their hearts the most to survive this long in the Great War hence Schwi labeling it a language among humans.
Riku had finally confirmed this for sure by prompting Schwi to spell it out herself in which as he predicted Schwi's response was the desire of the language of the "heart".
(Abstract Reasoning, Deductive Reasoning, Cold Reading, Perception, Information Gathering, Comprehension [VCI])

(V6) - Riku Dola has a unique form of acting which is deeply involved in his ability to freely manipulate the strength of the 'lock' on his heart at his own will from merely locking it to locking it "several times harder than usual". From closing his feelings entirely, Riku is able to use other emotions to play and act a different persona at his own choosing from a cold, calculating and icy character who'd show no remorse ordering a fellow partner of his to kill themselves for the sake of the war to a meek and sorrowful character able to pour out sympathy and weakness.
This heart-lock persona is potent enough to where it's able to even fool Riku's own memory and other vitals as Riku himself had trouble telling whether his acting was fake or not when using it against Schwi.
(EQM, EQE, Acting)

(V6) - After discovering the fact that the opposing Ex Machina hadn't seen Riku as a potential threat, he'd also taken into account, based upon its erratic memory and behavioral patterns, induced the Ex Machina was disconnected with its cluster meaning it was disconnected from its fellow race—especially as how instead of asking the race themselves from confusion if they possessed hearts, selves or souls the Ex Machina known as Schwi had tried to get the answers from Riku.
In order to fully verify his induction, Riku continues to act as a sorrowful character and uses the request to have reproduction as a way to confirm the Ex Machina's disconnection to the cluster.
He does this via using a tactic by rejecting the request, while being self-aware it's potentially seen as hostile, Riku composed himself to add in the fact the Ex Machina are connected to the cluster and how he's not an 'exhibitionist' as a way

to imply he's not interested in 'showing off' sexual activities in front of an audience as the entire race can see through a cluster-connected individual Ex Machina in which as anticipated the Ex Machina Schwi verifies its disconnected cluster—concealing his way to look less aggressive and straightforward, Riku gets the answer through acting confused and meek to gather information by connecting the cluster to behavioral activity seen as commonly disturbing for humans like having sex in a present audience without being seen as a potential hostile.
(Tactics, Inductive Reasoning, Abstract Thinking, Information Gathering, Acting)

(V6) - The Ex Machina girl, Schwi, proposed to Riku a game of chess in which the initial conditions were that if Schwi won, Riku would be forced to bring Schwi to the village for reproduction. If Riku won, Schwi would let herself be taken by Riku for him to engage in reproduction—basically the same deal lmao.
Right after the conditions were set, Riku is stated to be able to instantaneously formulate multiple strategies. On top of this, Riku is also able to instantaneously foresaw the end outcome while formulating the strategies and is able to process the maximum amount of information with minimum moves, in this case he forms it into a single move (tactic) maintaining the same outcome right after—charlatan suggests the tactic he had formulated and used against Schwi.
Furthermore, regarding the end outcome, Riku's foresight was based on an instantaneous inductive analysis. Prior to this, Schwi had directly mentioned the village which connected to her indifferent profile, Riku induced either she was just indifferently stating a fact or it was warning him for some other purpose. Riku selected and foresaw Schwi being the latter of Riku's inductive in which in that case she'd accept Riku's charlatan tactic as it directs Schwi to her plan whereas in her POV it would fall apart if she refused.
This displays insane CPI from making up multiple strategies at once while still containing them in his head while at the same time manipulating the maximum information and moves of the total strategies—this also connects and is consistent with his chess and constant fast thinking proficiency by feats alone.
(CPI [PSI + WMI], Inductive Reasoning, Foresight, Formulation Speed)

(V6) - To connect with his formulated charlatan tactics, Riku persuaded Schwi that if she won, instead of reproduction she would accompany him until she understands the "heart".

Riku, anticipating his defeat against her in chess due to Ex Machina possessing immense computational abilities for him to realistically win against, made the best possible decision for both his and Immanity's sake as running away from the proposal or breaking my promise would provoke Schwi using her powers capable of easily killing him in an instant while making this decision allows Riku to bring her in the village where the Ex Machina possess design technology, knowledge and mathematical intelligence in which he could use in order to save the Immanity in some way.
In order for Riku to fully persuade and entice Schwi with these new conditions, by taking into account Schwi's logical inference and lack of emotional knowledge, he twists the fundamental principle of the heart by saying it's not "physical" but "words unspoken".
He goes on to say the heart is an element used to understand others. If Schwi can get by without revealing she's an Ex Machina or without leaving Riku's side it would mean she would be able to communicate without rejection.
The reason why this was the best choice of words for Riku was because it initiated Schwi to make the best decision herself.
Since she's naturally indifferent, accepting this staying with Riku's place in her POV would give her plenty of time to analyze the behavior of the human heart by analyzing Riku himself and the other villagers.
If the heart isn't "physical", using the information from Riku, in her mind the original plan for intercourse wasn't necessary and an invalid way to understand the heart.
Therefore logically speaking, accepting Riku's proposal was the best decision which is exactly what Riku anticipated to happen.
After the conditions are set, as anticipated, Riku loses the chess game in just 29 moves and pretends to act annoyed when he faces defeat.
Riku successfully adapted and formulated a tactic that would prevent death and intercourse by creating the best of a bad situation he stumbled on by altering the conception of what the heart is by using extensive conceptual thinking and reasoning deviated through Similarities.
(Tactics, Anticipation, Deception, Direct Manipulation [Logical], EQU, Castling, Similarities [VCI])

(V6) - Before heading back to the village, Riku makes preparations to the Ex Machina by using its adaptable mechanisms to his advantage to safely bring her in while informing the Ex Machina that without them she'll never analyze the heart.
To do so, Riku gives her a proper human-like name; Schwi.

He instructs Schwi to alter her species identity to a human as it'll naturally cause mass panic from the human's awareness of the most deadly species existing in their village.
To further increase the effect of the human identity, he instructs her to alter her language and not use the machine, monotone type language which makes clear she's not human.
Riku by taking into account he's been absent from the village for 5 days without telling Couronne and would return with a girl, he quickly thinks of a believable scenario to justify bringing in Schwi to the village by instructing Schwi to completely alter her background to a survivor who lost everything in the flames of the warfare—in addition Riku instructs she plays the role of a timid, soft-spoken girl who barely talks and when she does she only mumbles.
This is the most ideal choice for Riku as it will prevent the villagers asking or knowing the full details of her past as it would undoubtedly cause trouble for Riku and the village if Schwi's actual background is known.
The timid personality being installed ensures she takes her desire of understanding the heart to the most optimal and least erratic level as a way to keep her in check when in a village filled with thousands of humans so she doesn't run off or say the wrong and inappropriate things towards the humans especially since she's had history of that with Riku alone.
With that, Schwi successfully turned into the body appearance of a shy human girl. However, her skin was still mechanical but it shouldn't matter much as Riku instructed her to wear clothes as that's normal for a human girl and hood over the mechanical parts on her head and tell her not to show her skin to the villagers for insurance.
(Social Quotient, Castling, Reasoning, Concealment, Planning)

(V6) - When arriving back to the village, with both Schwi and Riku going to Riku's room, Schwi takes out an old chessboard of his and requests to battle him in chess in which Riku dismisses.
Ever since Riku's home was destroyed from the Great War, Riku has developed the mentality of contempt from the concept of games when in the past he thought of the contrast.
He sees games as being a failed conception of reality as reality isn't as simple as games. This was because ironically, the world had no rules, no victories or losses. Only life and death.

To Riku no one has time or resources to waste on games as it contributes to developing “ignorance” such as having the mentality to replicate victories in any type of contest to reality and that hard work can be rewarded.
Though it’s clear in reality hard work can never make the human race surpass the likes of the Ex Machina for example.
That’s the reason why he initially dismissed Schwi’s proposal on playing chess as it won’t get them anywhere in terms of preserving resources.
After being denied from chess, Schwi tries to persuade Riku into playing by making a condition where she’ll reveal all the information of how the Great War started and how it would end if she loses.
Riku had also denied this condition instantly as to him it wouldn’t change anything since to him the Great War is a timeless event that whatever the cause or how it would end would make no difference to fact it’s still raging specially since the war would have been done long ago if anyone had the actual valid information to end it, therefore to him it’s not worth knowing as that simply gives meaningless hope with this “someday it would end” mentality which extends into further despair in a world ruinous and degenerate he lives in.
The only thing Riku believes is vital regarding the Great War is how to survive it, that’s why instead of knowing **how** the War started, Riku proposed that if he won Schwi would provide Riku the Ex Machina’s knowledge, mathematics and design technology as a means to support the service of mankind and its inferior firepower. If Riku loses, Schwi proposes he’d need to inform her ‘communication’ with ironically ‘words unspoken’.

After Riku and Schwi accept each other's terms, Riku reflects on the fact he can’t defeat Schwi by crystallized means such as focusing on the board itself. However he takes Schwi’s lack of comprehension of the ‘heart’ and her lacking to read and take in the context of lines into account and induced Schwi can’t calculate some factors meaning a psychological battle using mind games would prevent his defeat being 100%.
During the chess game, Riku instinctively starts to crack a smile from the thought of formulating multiple traps and tactics against Schwi in which she points out that he ‘unlocks his heart’ in a game in which afterwards she labels the existence of humans as an ‘abnormality’.
Eventually from impulse, Riku grabs Schwi’s neck as if to strangle her, also confirming when they first met Riku piled up insanely high levels of malice and it's emphasized as such in the LN but still managed to compose himself during that scene.

After showing his hatred and rage towards Schwi, he releases her and walks to his bed canceling the chess game entirely while at the same time. Despite Schwi not having any qualms of Riku killing her, he stops himself from doing so since re reflected on the fact he already ordered 48 people to their deaths and even reflects on the fact he doesn't truly know that the 'heart' is himself.
(Reflective Thinking, Abstract Thinking, Metacognition, Reasoning, EQM)

Chapter 2 (1 year timeskip)

(V6) - Riku and Schwi traveled to the "fallen" Elf metropolis which has been ravaged in warfare after a year. Riku had tried to go to the said location himself a year ago until his first encounter with Schwi. The area was described to be burnt, smashed and poisoned by black ash. While observing the area, Riku managed to deduce that a building had been prioritized in defense specifically during the Flugel Attack due to the building maintaining its original shape despite the all-out devastation of the city as a whole.
Which means while the building may *look* like a library in reality it likely holds importance and was most likely a shelter, research or storage facility of sorts.
(Observation, Perception, Abductive Reasoning)

(V6) - Riku takes advantage of the remaining scraps of books and paper to gather as much information as possible.
While doing so, Riku is confirmed to know five different languages other than his own human tongue; Dwarven, Elven, Fairy, Demonia, Werebeast. Not only is this insanely high VCI and Crystallised Intelligence but also extremely high FRI if you consider the fact he learned them all independently from the age of 13 to the age of 18/19. Reason why he definitely started learning them from age 13 is because he states he only learnt them to read maps, documents from other races in the first place which would only be useful after being affected by the Great War.
(General Intelligence [VCI + FRI])

(V6) - Thanks to Schwi finding the securely hidden basement in the area (which confirms the secret research base abduction) they were searching around, they enter and explore down the stairs of the basement of giant columns in patterns to find markings on them written in Elven.
Riku observed one of the pedestals under the columns in which he dusted it off seeing through a placard:

“—Áka Si Anse Proof of Concept Reactor…”

Even the Ex Machina Schwi couldn’t decipher what the message of the Áka Si Anse was supposed to be in which she concluded there was zero data on it being a tool or magic in general used by the Elves.
However, because of Schwi’s failed analysis Riku had noticed the setting had a contradiction. From this knowledge, in addition to taking into account details of the Àka Si Anse were deeply hidden in an underground vault all in which were inside the library which was initially abducted to be protected by the Elven defenses, Riku had abducted the Áka Si Anse to be a secret full-scale weapon either in production or has already been produced. It explains how Schwi couldn’t scan the Áka Si Anse to be something magic related as a project being cultivated while kept hidden and private wouldn’t have public analysis for the Ex Machina to search for.
Furthermore, this intricate abduction was processed by Riku almost instantly, displaying his insane processing abilities as well.
From inferring Áka Si Anse to be a secret weapon and how far the Elves went to concealing it, Riku had psychologically analyzed the Elves to be on a similar level of the Dwarves in terms of bloodlust and self-destruction even after discovering the Dwarves’ suicidal E-Bomb strategy in which he wouldn’t be surprised if the true nature of the Elves were to destroy the planet (For reference, the one who had been leading the Elves Think Nirvalen’s end goal was to destroy the planet and everything in it making Riku in that instant cold read and saw through Think’s/The Elves mentality and planning aim).
From this abduction, Riku cautiously had wanted to at least get more details on the Áka Si Anse, he instructed Schwi scout for any loose records and documents left in the library and leave the area for now in which he observed one of them contained the developer’s names. Despite being written in code, from knowing the Elven tongue he was able to decipher “Nina Clive” to be the main compiler which is significant for later on.
(CPI, Observation, Perception, Abductive Reasoning, Caution [Intuition], Information Gathering, Cold Reading)

(V6) - Before they get the chance to leave, a death storm occurs.
Because of this Riku and Schwi were forced to wait inside until the storm stops (which is a few hours; a day at most)
Riku tells Schwi to scan for any life around them which gets interfered due to the dead spirit inference from the death storm. Because of that, Riku deduced

the storm would help conceal their presence from any potential danger and threats that may be present.
(Deductive Reasoning)

(V6) - Riku has a strong inferiority complex and is self aware he hates himself and refuses people to accept and acknowledge someone as detestable as he describes himself which mostly stems from ordering 48 of his former partners to death coldly and with no hesitation. Riku's inability to forgive himself was based on his ideology being correlated heavily to the sins of his past. While playing chess with Schwi to wait out in the death storm, she points all of this out to help Riku take one step to forgive himself while Riku even notices she's showing more human feelings than himself. This entices Riku as because of this he requests information on how the Great War started and how it can end despite dismissing it initially.
From Schwi's explanation, he was able to gather that the Great War started to determine the 'One True God' ; the Suniaster. In other words, it's a conceptual device set up by the Old Dei (the top race) granting absolute power overall to all races and the ability to create races if possessed.
However, unlike Schwi, Riku had seen through a loophole to end the war and sees through the fact Schwi isn't even aware from observing her eyes—Riku judged based on the fact she was strong she wasn't able to see through what he believes to be a simple loophole.
The loophole Riku saw in ending the War is later revealed during his Great War strategy in more detail while he's already formulated it in his head.
(EQP, Abstract Reasoning, Formulation Speed, Metacognition)

(V6) - After the death storm ending and then returning back to the village, reports via telescope reported six Dragonias and several Dwarven battleships both headed to collide to their exact location which was deduced combat would occur in eight hours; a quarter of an hour to predict the range where the village would be affected by the battle between the two.
The villagers panicked obviously in which Riku directed the evacuation of the villagers and the selection of food and equipment to carry to the evacuation sites.
After a quarter of an hour, the combat already affected the village causing homes to be engulfed in flames while the ones assisting evacuation direction were casualties.

Because of this, Riku trembled himself and hugged his knees showing himself to be in despair once again in which Couron had no choice but to run up towards him for comfort as he's stepsister.
In reality this was just all an act by Riku to play as the sorrowful character to lure her in to fabricate her new role as the head of the village to take over in his place by using Schwi to record the audio of her exact words of taking care of the rest from here.
Riku is aware Couron knows the endeavors he had to go through more than anyone in the village acting as the head while carrying the burden of those 48 partners he condemns himself of killing and as his stepsister Riku knows she prioritizes his mental fortitude and that's shown in the previous chapter.
By taking all of this into account, Riku psychologically predicted her exact words on wanting Riku to relinquish ownership and instructed Schwi to record ahead of time for empirical evidence.
Right after successfully setting Couron's position as the head of the village in stone, Riku gives her the map with the location of the exact location of the new village he's set up in the last five years of his reign as head to make it suitable to live in.
Keep note that the village is located underground to prevent it from being invaded from the surface conflict between the races.
Due to his relationship with Schwi, Riku has begun to acknowledge himself despite his strong self-loathing with himself due to his constant losses and 'failures'. Because of this Riku is able to finally convert to his original self and uses his true emotions to not only drive himself to implement his plan to stop the current disaster, but uses it to cease Couron's initial panic and manage her stress levels as this version of Riku reminds him of the Riku from the past with the passionate spirit making her absolutely sure Riku had a final ace ready to undertake even the current catastrophe panic.
(Overall EQ, Prediction, Leadership, Manipulation [Indirect + Emotional], Acting Skills, Setting Traps, Planning Prep)

Chapter 3

(V6) - After evacuating the survivors, Riku and Schwi relocate in a cavern far from the location of the new village Couron has the map of, the cavern is used as a hideout in which not only had Riku and Schwi but 177 other villagers which were selected by Riku stated to possess exceptional skill, intelligence and have faced death on many occasions and who at the very end controlled and contributed to the evacuation who are ready to *give their lives* in a round table.

During the meeting, Riku leading the group gave a speech to end the Great War which was described to be increasingly passionate meaning Riku enticed his emotions and motivation into not only rallying the villagers' morale but to test them and see if they're eligible in taking part of his mission in addition to showing Schwi the meaning of the 'heart' with 'words unspoken' implying he's finally opening his heart and emotions to do all the speaking. Riku the moment he points out that hope doesn't exist in a sudden steep change to a low voice which the 177 villagers sensed in alert in which Riku swings the mood back and entices the emotions back by instead creating 'hope' for themselves instead of waiting for proclaimed 'gods' or 'heaven' to bring forth hope for them while surviving through the hell which in the present.

Riku describes himself and Schwi and along with the 177 individuals are nothing but 'ghosts' who operate without their existences being acknowledged but to still carry the will of their predecessors. It's not the world that makes it exist but the people living on it. Also since Riku has finally accepted his former self, means he's also accepted his idealistic and visionary thought process he had when he was a kid. However, instead of hindering himself it's because of this ideology he uses it in an abstract way to define the meaning of human beings as 'foolish' by nature which is why despite fighting 'gods' he protests to fight anyways. As a kid he believed the world was simpler and that there's always chances of winning, in this case the 'gods' just happened to be enjoying the game while the humans had already given up on challenging the game the moment the village was first burnt away by the flames of the Great War. With him re-believing and embracing that ideology he's able to peak his insane motivation to the point it not only widened the villagers' eyes but also the normally blank and logical Schwi's as well from his act of expressing the true 'power' of a human.

Despite the premise of Riku's ideology being idealistic, it completes the goal in determining the group's identity as ghosts. Not only that but Riku in the thought process of basically the 'gods' being in control of the 'game' in the Great War knows guaranteed death will occur if they concede and play by their rules 'fairly' and has no qualms of going against inconsistent or superficial rules. But the twist of this is due to them being 'ghosts', no one will ever notice rules being violated to begin with as Riku wants to end the Great War without killing anyone regardless of the race.

In order for Riku to be absolutely certain the 177 people would voluntarily go ahead with the start of Riku's plan, right after he finished his speech he told them to only stay if you want to play the 'game' which is the destruction of the Great War. Riku even closed his eyes for a total of ten minutes in silence to wait for any absence as the aim of this goal wouldn't tolerate even the slightest bit of

hesitation. After opening his eyes his test against the 177 villagers succeeded and has effectively engaged them to follow Riku in playing the 'game'; the final strategy of Riku.
(Emotional Management + Engagement, Leadership, Abstract Thinking, Metacognition, Motivation, Tactics)

(V6) - Despite the speech from Riku, Schwi is still conflicted by what the 'heart' is and wasn't able to touch Riku's 'heart' like the other 177 soldiers. This is mainly because as an Ex Machina she's overly possessive with probability and is distraught and couldn't understand Riku's 'foolhardy' and human-like thinking since in a battle of fighting 'gods' she believes the probability of the War Strategy succeeding is less than one percent in addition to the probability of EVERYONE surviving is zero.
To rid of any guilt, Riku instead of using the abstract concept of the 'heart' instantly makes up a concept of 'probability' on the spot but in a human's perspective. He manipulates the meaning of probability and inscribes a scenario of the probability of six is a 'one in six' doesn't apply in the 'game' Riku has been implementing for so long and labels Schwi's methodology to be wrong.
In this scenario, he claims that if getting a six means they win but if not they lose making a 'one in two' situation which someone like Schwi had no choice but to be enticed to. Despite the logic being seen as absurd, in this case Riku represents different perspectives to be vital for 'probability' which even in Riku's POV makes his logic consistent and sound which is why the logical functioning Schwi wasn't able to counteract such a fluid and conceptual use of logic; by emotions.
Not only that, but Riku also follows up and with the ability to roll a six once, rolling a six ten thousand times in a row is also possible. With that absurd logic in a fundamental sense, Schwi naturally points out the change in probability error for each dice you rolled which would guarantee 'failure' in the long run. However Riku also twists this concept in his own perspective on how no matter how low the probabilities are, they do not set anything in stone due to 'miracles' existing which can be a factor that can completely eliminate the relevance of probability altogether.
Riku adds this layer of 'miracles' which in this sense is cheating as Riku has already acknowledged not to follow the 'gods' rules and create 'hope' for themselves without anyone else knowing.
This logic being manipulated by concluding 'probability' as mere statistics finally made Schwi acknowledge Riku's POV. Furthermore, Riku tells Schwi on how satisfying it would be to bring down the 'gods in the heaven' by the likes of

human tricks would be irony while smiling in his naivety forcing Schwi for the first time identity Riku's 'heart' like the other 177 soldiers not only guaranteeing complete control over Schwi but has benefitted Schwi herself greatly in having confirmed existence to her illogical interest of Riku's meaning of the 'heart'.
Because of Schwi's ABC logic by her nature and her lack of fluidity, Riku beforehand foresaw the outcome of her inevitable enticement from using his 'logic' while at the same time further aiding her on what it means to be a human.
(Direct Manipulation [Logical + Emotional], Information Control, Abstract Reasoning, Fast Thinking, Foresight, Similarities [VCI], EQU, Forumulation Speed, Tactics)

(V6) - Afterwards, Riku proposes to Schwi and wants her to be his wife in which she declines not because he doesn't like him, but because she believes she doesn't deserve him as Schwi confirms she was a part of many Ex Machina who destroyed his home as a kid.
Riku however had already believed that was the case for a while since he wondered how Schwi knew Riku was still a virgin from when they first met, which he linked his confirmation of the fact Schwi had been watching Riku far from the village and how she believed Riku's 'heart' was the reason for humans surviving in this world on top of her frequent usage in chess which linked back as Riku while his home was ravaged was tightly holding his chessboard.
Despite this, Riku had already taken this into account when falling in love with Schwi. While Schwi feels guilt for the deed she did in the past, similarly to what she did to Riku during the death storm, Riku tells Schwi that the past will imply not change even if you deny it. As humans they cry in frustration and anguish and say they'll move on only to realize moving on and forgetting about the trauma isn't as simple as it's implied. Riku abducted that to be the reason why Schwi was so interested in him as unlike others, Riku had always concealed his emotions and feelings in a way that's inhuman while Schwi was observing him during that period.
Unlike Riku who accepted his past but despised in acknowledging his current self, Schwi in contrast couldn't accept nor acknowledge her past self in which Riku tells her to throw her guilt away as the reminiscing of the past won't help from the current events of **now.** Instead, Riku wants Schwi to be with him while looking at the **future** as they desire to end the war together.
The main reason why Riku is in love with Schwi is because she showed and inspired him from an emotional level that even a "machine" has the capacity to act from the 'heart'; understood Riku's self-hatred as well. Schwi helped Riku convert to his original self and if there's a chance he'll die in the Great War, he

wants to make sure he walks along with Schwi to their 'game' despite the odds massively against them as his wife.
From this, Schwi had finally understood the 'heart' and had a tear running down her cheek from Riku showing his 'heart', feelings and desires while accepting Riku's proposal in doing so helped Schwi find her answer of the human heart while at the same time Riku benefiting from finding the one person he can truly love and rely on in the war.
(Charisma, Social Quotient, EQM, EQE, Observation, Inductive Reasoning)

Great War Strategy

(V6) - Riku Dola's strategy aims to achieve the main objective of ending the Great War involving the destruction of the world itself.
In order to implement this, Riku recruited the intelligent and strong willed villagers who wouldn't hesitate from the insane methods Riku uses to formulate this despite being the inferior race with the most inferior firepower.
For a brief reminder, in addition to having a lack of abilities and influence compared to the other races, Riku also put more limitations in his own strategy by setting himself and his group to end the War WITHOUT killing anyone from every race; Rule 2. Another limitation was that he along with his followers had to keep their identities and race hidden and conceal their involvement from the climax of the War otherwise it would result in death easily considering how easily the races can do so; Rule 3.
(More Limitations [FS + NFS])

(V6) - During the round table, Riku uses even more abstract thinking related to his fellow 'ghosts' and the other 'gods' involved in the Great War using just the map as a chessboard. Riku labels himself and his 'ghosts' as a 'white king' which is the weakest piece to reflect on the humans being the weakest species involved in the Great War and like humans compared to 'gods' the piece is unable to become anything greater in comparison. However at the same time, the 'white king' getting taken ends the chess game all together.
The combination of the concept of a 'king' and a 'ghost' reflects on the fact Riku and his followers are invisible but at the same time always observing the board, in this case the world, and manipulating everything across the board. Winning while not taking a chess piece reflects on his goal of not intending to kill a single

person in the War. Declaring all races are 'white' is implying all races are allies without them realizing until Riku's strategy is a success.
To expand more on this conceptual chess-map reasoning, Riku had made specific markes to other races which would be related to his strategy:
The Werebeasts resembling a pawn reflects on the fact they're stronger than a king (Immanity) yet are inferior to that of the powerhouse races possessing high level weaponry and influence—still capable of defeating a bishop if led correctly by a king.
In regards to the powerhouse races, the Dwarves resemble a bishop while the Elves resemble a rook reflecting on their differential weaponry unique to each other which make them more powerful than the average race—a pawn.
The Flugel resembles the queen reflecting on the fact they're the strongest race/piece in the current 'War Game'—instead of using the Old Dei or Phantasma, Riku had used the Flugel due to the fact the former two "don't grow". This is supposed to imply that unlike the Old Dei and Phantasma, the Flugel throughout the war are forced to lead, fight and defend much like the other races that are inferior to them—cultivating their experience in how to survive the war.
With all the white pieces on the board resembling all races allied, there was one black king present in which Riku intends to kill.
Despite 'killing' being what is normally a contradiction to the rules of the strategy, this is an exception to the rule as the black king resembles the planet itself in which the "slamming onto the board" implies the destruction of the world—winning not by destroying the pieces but the board itself.
This was the loophole Riku had found after hearing what the Suniaster is which would be exploited in the near end parts of the Strategy.
(Abstract Reasoning)

(V6) - During the preparation of Riku's goal and declare to end the Great War without killing, he displays the map of Disboard on the round table which is used like a chessboard which has been directed stated to be memorized for five (+) years ever since 5-6 years ago when Riku's village was first attacked as a kid. Not only that but in later parts of the LN due to events within the Great War Strategy, it's confirmed by Riku that to not only memorize the map two dimensionally but also the TERRAIN and SCULPTURE of the map. In other words, Riku memorized and can visualize his entire world three dimensionally from using his map.

For reference, the average land area of a single country is 39 516 kilometers squared. Riku is visualling not only that but THREE CONTINENTS in total magnifying how much kilometers squared he needs to visualize dramatically. To make it even more insane is that he's visualizing the continents and the world THIRD DIMENSIONALLY via pure memory (With a Capital 'T').

This, no matter how you look at it, is insanely broken VSI regardless of the years and also an abnormal memory capacity boost from Riku as well.

Keep in mind this doesn't only boost his VSI and memory, but the fact he was revising the Disboard map while at the same time learning five different languages in addition to acting as the village's leader all starting from the age of 13 while can't helping himself to memorize all this late partners names, when they died and their locations buffs his multitasking and FRI a lot too as he did this all in a span of 5 years.
(VSI, Memorisation [LTM + WMI], Multitasking [FRI], Planning Prep)

Riku Dola's Map Memorisation + Visualization Explanation

How did Riku manage to visualize the map of Disboard from step one? Riku throughout his 5 years of acting as the leader of his village, traveled throughout the world along with each of his respective late partners to collect the world maps and make a rough sketch of them as at the same time (mapping) memorizing and visualizing the terrain in their instant surroundings.
However, the world maps are updated a multitude of times due to the overall geography of the world constantly changing due to the continuous warfare resulting in complete destruction in land and sea.
This means that not only did Riku memorisation and visualize the world in a span of 5 years, he did all that while CONSTANTLY memorizing and visualizing each updated world map and terrain of the world while at the same time marking exact locations of potential resources and danger zones with all them taking far less than 5 years by default. In addition the recently updated world map in Chapter 1 was memorized by Riku for a 1 year at most by taking the time-skip in account.
This not only buffs his VSI and general memory but scales his WMI to an insanely high and dangerous level as well as abnormal constant adaptation to memorize each new updated world map.
(VSI, Memorisation [LTM + WMI], Cognitive Adaptability)

1st Phase - Great War: E-Bomb Strategy

(V6) - Riku beforehand discovered knowledge of the Dwarven's plan of constructing the E-Bombs from obtaining their World Map showing their strategies, one of them near the site of where the Werebeasts live being among the forests which Ivan gave his life to restore as a written map having recorded strategic code in Dwarven related to it which Riku deciphered due to his Dwarven knowledge.
With this, Riku prepped the men to disguise themselves as 'ghosts' by wearing a cloak covering their faces and eyes to conceal their existence.
Riku took into consideration and foresaw Werebeasts would be searching across the forest because of the struggle to salvage food since he's aware due to the effects of the Great War securing food among the world is difficult even for Werebeasts.
Riku is fully knowledgeable on the Werebeasts naturally sharp intuition and senses had deduced they would be able to sense Alei's human scent the moment he's exposed in the forest.
By linking the food struggle connection with the Werebeasts detecting Alei, Riku anticipated the Werebeasts would immediately try to kill and eat Alei from his scent being picked up—Riku psychologically analyzed the Werebeasts to be in such a struggle of food even if humans to them aren't the most appetizing the mere detection of food from hunger would drive them to approach Alei and instinctively pounce on Alei.
Upon foreseeing that outcome—before entering Werebeast territory Riku had instructed Alei to ingest a heavy dose of black ash which would poison his body and make him contaminated of dead spirits. Black ash being so abundant in the Great War would make it an easy resource to collect and take advantage of. This would cause Alei to suffer and experience the deadly symptoms of the black ash but Riku already had took into account Alei would be committed in executing the E-Bomb Strategy due to personally being in present in Ivan's sacrifice and also completing Riku's test he was crazy enough to go along with.
However to avoid Alei from dying to stay constant to his Strategy's Rules, beforehand Riku gives Alei a serum to ingest which would decontaminate the spirits circulating through his body—the serum was Schwi's own

decontamination fluid which was equivalent to an Ex Machina's own blood to prevent death.
Due to Riku being aware black ash negatively affects ONLY living things, since Ex Machina are the only "living things" that aren't made of tissue/cells—machines who are able to resist black ash deduced the blood of the Ex Machina would act as a suitable decontaminate to counteract the contamination of dead spirits in a living thing's bloodstream avoiding death which he'd applicated it to his strategy.
Upon the Werebeast's encounter with Alei, it's because their intuition and senses are so high Riku deduced and anticipated they would instantly sense the poison and contamination in Alei's body that they would immediately leap away from Alei while instinctively shutting down their craving to act in hunger.
This would eliminate the possibility of Alei getting eaten alive completely by them as Riku uses their strength of sensory abilities against the Werebeats in a way where it would allow Alei to safely enter the territory while also preventing the Werebeast's death from devouring Alei.
Doing so not only shows adaptable psychoanalysis and understanding but also displays interpersonal management as was able to trigger and manipulate the emotions of the craving Werebeasts while calming them down those feelings of hunger in order for Alei him to execute the strategy.
(All Planning, All Methods, Anticipation, EQM, EQU, Perception, Deductive Reasoning, Abstract Reasoning, Problem Solving [FRI])

(V6) - While the Werebeasts halted their attack on the poisoned Alei, despite his human scent, they began to psychologically assume Alei from being a human to a *thing* not only due to his reek black ash circulating his body but also Alei speaking casually in Werebeast along with wearing a disguise to create an illusion of an unknown race and it's because Riku is aware Werebeast's limited number of races to hunt without risk, them confronting in an unknown entity even if resembling a human—wary of the unknown and death scent of Alei prompted to fear him and not kill without eating him right after stopping their initial sneak attack on him since the races still unanimously look on humans.
In addition, another reason why Riku chose Alei specifically to do this task is because he's the only person who can speak Werebeast **perfectly—**increasing the chance of creating a perfect illusion of an unknown race toward the Werebeasts.
For the manipulation execution of the Werebeasts and Dwarvens, upon taming the Werebeasts Riku instructed Alei to inform them of their home being tested as a bomb site by the Dwarves to the west. Riku knows the Werebeasts have sharp enough senses to detect changes in heartbeat, pupils and capillary to see if he was lying only for the Werebeasts to detect no signs of it.

In addition, Riku gave the Dwarven map to Alei showing their strategies as a way to show the Werebeasts the exact location on where the Dwarves are concealed among the forest so they can raid it themselves. He makes sure to inform them of E-bomb and how it's a weapon capable of destroying an Old Dei while importantly bringing up the fact they have to either steal the E-Bomb or destroy equipment needed for its initiation but not destroy the E-Bomb itself as that would destroy a big portion of the continent alone in which Alei strodes in a safe enough place to use the Ex Machina decontaminate to prevent the black ash from spreading in his circuitry—already having a permanent effect on him but was prepared and ready for such a price.
Considering in the current stage of the world where it's reached a 'survival of the fittest' stage in addition being only very few races even Werebeasts can hunt with zero risk, Riku foresaw at least one Bloodbreaker Werebeast would be present hunting in a pack for more insurance for them to hunt. Blood Breakers are a unique ability for certain Werebeats which are able to physically enhance their strength and agility above their limitations drastically in addition to enhancing their sensory capacity capable of detecting all movements and magic from wide ranges.
The reason why having a Blood Breaker nearby was important was in order to speed up the process of the Werebeasts breaking into the Dwarven facilities successfully due to their enhanced physical abilities in addition to anticipating the call of even more Blood Breakers to raid the facility.
With information of the Dwarves using the forest as a test site using the weapon capable of destroying an Old Dei being confirmed true, the Werebeasts with the given coordinates of the Dwarven facility had no choice but to follow and trust Alei's instructions as their entire home and race was in threat from death.
While behind the scenes, Schwi scanned signs for life (Riku already had the Spirit Compass if needed) and they along with the other 'ghosts' infiltrated the Dwarven facility rejoining with Alei along the way as well when confirmed no signs of life were found. While entering, they had already seen the facility being clawed and ripped apart left from the Werebeasts.
While at the same time, no casualties were inflicted as Riku deduced through the observation of zero traces of blood throughout the area.
This is exactly what Riku anticipated ahead of time.
Due to Riku's awareness of the Werebeasts incredible senses, they'd sniff out the exact number of Dwarves in the facility from a distance in which the Werebeasts simply called in reinforcements for enough to raid the facility.
While the Dwarves detected the Werebeasts via magic, Riku knew they were self aware enough that they couldn't just attack by employing magic next to the

E-Bomb capable of wiping out everything. With no other reliable source of retaliation against the Werebeast's blood breaker, they had no choice but to retreat. The Werebeasts are also smart enough to prioritize securing the E-Bomb before the Dwarvens fleeing as it's the source of their potential destruction in the present.
Riku deducing the Werebeats dragged it by force from the footprints on the steel floors and walls as they sensed the danger of the bomb since that's the best they could possibly do due to any other forms of tampering with the E-bomb would result in detonation.
By that, Riku anticipated the thought process of both the Werebeasts and the Dwarves and how those thought processes would act when colliding with each other—manipulating them to disable the usage of the E-Bomb while at the same time misdirecting the "pawn" Werebeast to migrate away from the powerhouse races to create a situation where even a single individual wouldn't be killed as he successfully draws away the Werebeasts from the anticipated battlefield.
(Risk Calculation, Strategy, EQU, Observation, Anticipation, Indirect Mass Manipulation [Logical], Deductive Reasoning, Abstract Reasoning, Strategic Deception [Concealment + Misdirection])

2nd Phase - Great War: Àka Si Anse Strategy

(V6) - The aim of this strategy was to misdirect the Elf Think Nirvalen (Nina Clive, her alias) and force her into a crisis of information in which he'd use to extract information of his own on what type of weapon the Àka Si Anse is.
After countering the Dwarves' strategy to use the E-Bomb as testing grounds, the 'ghosts' rejoin in the round table knowing the Dwarves won't just abandon the facility. Riku moves the 'rook' chess piece resembling the Elf in which it's placed on the board, the coordinates of Elven capital where Nina Clive's mansion resides.
Elves are known to boast the most proficient form of magic among the races and are able to cast multiple spells at once undetected by races such as humans.
To prepare for this, Riku had no choice but to ingest black ash (a small dose) to advance towards Elven capital undetected for their magic and to cloak his identity which he'd deduced long ago when Schwi couldn't scan for anything due to the disruption of dead spirits from the storm earlier in Elven metropolis.

After ingesting black ash and entering the mansion while wearing a fur robe and cloak covering his face as a disguise to not only mask his human identity but to cover the symptoms of the black ash. He meets up with Think when she sensed his presence before even using her magic.
Riku had psychologically profiled Think Nirvalen's thought process entirely before even meeting her which was the main reason Riku had approached her as his contact in the first place.
He had done so from using one source of public information provided by the living world computer Schwi related by quote, "The Elf called Nina Clive was a keen thinker and the finest mage of her generation".
From this information alone Riku was able to profile Think due to her being a 'keen thinker' that she wouldn't make any risky decisions against an individual that has an unknown identity and from that would naturally have the tendency to always consider the worst possible scenarios first; in Think's case it would be a superior race.
In addition she would have no way to deduce Riku of poisoning himself to cloak his identity as that's suicidal and genuinely illogical given her POV of her lack of knowledge regarding his plans and goals. Before Think does anything else, Riku presents himself and greets her using the Elven tongue.
However, this wouldn't stop Think from quickly preparing an attack spell against him; Riku fortunately had taken that into consideration.
By taking into account Elves can cast multiple spells at once, Riku presenting himself as an unknown character speaking Elven and profiling Think as a "keen thinker" who would tread cautiously against an adversary whose identity was unknown and Riku knowing she couldn't detect his presence until sooner, he anticipated Think would instantaneously use an 'analysis spell' to be aware of her potential adversary's identity and race before striking him down only for it to be ineffective due to the poison's identification disruption probabilities interfering with her magic while also taking heart and consistency to the third rule of the War Strategy in staying as a "ghost" as well as effectively using Think's Elven abilities against her in foreseeing her reactions against himself.
Because of this, Think had expectedly retracted from using her attack spell in the worst case scenario she was dealing with a superior race drastically as in Think's POV there are only three possibilities: 1. Riku is in a race above hers, 2. the same race or 3. below.
With very limited information to decide on the desirable options 2 or 3 in addition to subtle hints of option 1 from not sensing his presence prior due to consumption of black ash, her retracting her spell is the best decision for her but in Riku's POV the beginning to trap Think with no opportunity for her to escape.

Riku had also used Schwi via entering information about Nina Clive to find identity Think was in the Elven Palace location.
(Planning, Cold Reading, Reasoning, Deception, Anticipation)

(V6) - While keeping his identity securely hidden, Riku introduces Think to be a 'ghost' and is neither an ally or an enemy in which she verifies the ghost part to be a lie but the latter to be a truth using magic.
From verifying this, Think had already perceived Riku to have his circumstances pressed enough that he'd gone far as to sneak into the city of Elf to 'her' mansion.
Riku afterwards proposes Think to play a game in which they bet chips that are branded as **information**, with each respective side needing to provide said information if faced with defeat.
This initial proposal alone was a tactic in order to further solidify Riku's position as a superior race.
Because he had profiled Think to have the characteristics of a "keen thinker", he intentionally left out information regarding chips being waged as collateral such as unverified information or not especially from an unknown identity in her POV.
That's why before Think Nirvalen could even voice and bring up the concerns regarding the game of 'information' after hearing his proposal, Riku had used the 'keen thinker' connection to voice the concerns for her while see through her mind and thoughts completely that stem from the choice of accepting a wager from an unknown identity which have no chips waged as collateral such as unverified information or not.
Riku, seeing through and foreseeing her concerns, had fabricated another hard layer as a race superior to that of the Elven Think Nirvalen. Voicing her concerns for her would prompt Think to be fearful of the possibility Riku could naturally read her mind which would favour him being a superior race as opposed to the other two possibilities of his race.
However, it's because Think Nirvalen is a "keen thinker" and the most proficient mage of her generation that he had also profiled her to be a very proud and assertive character that as long as the other two possibilities of Riku being a Elf or a race below hers still exist, she wouldn't concede and be meek enough to accept the "ghost" in front of her as her superior.
By taking this all into account, Riku had anticipated she'd accept the game regardless of her wariness by sharing her free information regarding the Akà Si Anse had been discovered by the Dwarves as a way to also brief on the concern of non-collateral chips.

Riku's method of extracting information from Think was taking a chessboard with him for the proposal of 'speed chess'.
Riku chose speed chess specifically to create a "half-truth half-lie" situation in which he used effectively while executing his plan:
TRUTHS - Riku mentions playing speed chess will make it easy to prevent any cheating from taking place as the Elves' abilities to use their magic to manipulate and twist the game without Riku even sensing any change while altering his senses. Riku also does well to mention **both** from cheating instead of just Think as she'd catch on immediately to the wording and deduce him being a race below her.
LIES - While on the surface Riku is wary of foul play and cheating during the chess match, he had two main priorities instead of avoiding cheating:

To have a clear view where Riku would observe the same area as Think constantly (unlike card games where you hide them) on both his and her side to fabricate a situation where he'd be able to detect any changes/cheating and would be believable to her.

Create an opening and situation for Think since a "keen thinker" of her intelligence would be able to see through and think of the worst possibilities of playing a game prearranged from a stranger hailed in an unknown race further sharpening her suspicions on whether she'd want to accept the deal or not, yet at the same time can't refuse due to the importance of the leaked details of the Àka Si Anse.
The fact this is a prearranged game also will prompt Think to try and avoid obeying the rules as much as possible which is shown with Riku's execution and later works in his favour.

In the end, Riku's main focus is not to win but to give Think information he wants her to have while acquiring information on the Àka Si Anse.
Since despite Think's several concerns created by Riku, along with her pride gambling on greying information regarding the Áka Si Anse being leaked to the Dwarves was that important and as the originator and rite compiler of Áka Si Anse Think had no choice but to verify the fine points herself and inevitably accept the game.
Accepting the game in the first place was the TRAP which gets further exploited throughout the strategy.

Think from first hearing about the Àka Si Anse getting discovered was even described to panic internally although she never slipped her emotions once and successfully managed her look of composure; though this was futile and seen through completely by Riku. He also foresaw Think would be using her magic constantly to verify if he was lying despite not sensing anything in which she couldn't.
Riku successfully persuaded her through logical means while at the same time used the right words to avoid his deception from being seen through as Think constantly uses magic to check if he was lying or not without being aware Riku leaked the Áka Si Anse to the Dwarvens making this tactic unavoidable for her to escape. For example, only stating the Dwarvens discovered it as opposed to leaking since as a "keen thinker" you'd prioritise dealing with an internal problem that's far more crucial than wanting to know **who** leaked the Àka Si Anse. Successfully altering and fabricating most of the information given to Think.
In addition, despite Riku himself not knowing what kind of weapon the Áka Si Anse really is, he created a situation where it looks like he's aware of all the details in which he lays out his deception against Think for an inescapable trap.
(Planning, Tactics, Anticipation, Logical Manipulation, Overall EQ, Cold Reading, Information Control, Deception, Inductive Reasoning, Abstract Reasoning)

(V6) - Riku before entering the Elven capital was given the most recent updates regarding Dwarves which he later uses against Think.
This is due to Riku creating a 177 'ghost' world-scaped information network along with Schwi being a part of it too which both relays information and reports fast to Riku's current position via in person or by note from crow and spreading, leaking crucial information to other races in the same time to prompt them to act according to Riku's plan.
In this context, Riku along with the ghost world network leaked information to the Dwarvens regarding the Áka Si Anse during the period the Dwarvens retreated from their facility temporarily by calling it a 'weapon of mass destruction'.
The Dwarvens' response was that they viewed the Áka Si Anse as *inconsequential* compared to their E-bomb collection.
This is how Riku adapted this information to use in his strategy against Think since he was going to face an opponent who uses spells able to detect truths and lies which is how he never never suspected when telling Think on the Àka Si Anse leak previously.
(Planning Preparation, Leadership, Information Gathering, Influence Building)

(V6) - When Think agrees to Riku's speed chess game, Riku starts to execute his actual strategy in completing the primary goal of gaining detailed information of the Àka Si Anse weapon. In addition, doing so well simultaneously prepping the Third stage of the Great War Strategy.
However to first reach that strategy aim, Riku had to tackle other sub strategy aims which was completely erasing Think's doubt of him being a race above hers and disabling her usage in magic; an Elves' greatest weapon.
Firstly, Riku had personally set up the chessboard on the casual table with the former using the white chess pieces while the latter using black chess pieces exactly as Riku intended.
Why? Riku being a human is unable to sense any magic to tell if the pieces actually moved if tampered via magic. However despite this, from once again taking into account Think's "keen thinker" profile, she'd quickly yet cautiously calculate the best possible choice when starting off a chess game prearranged from an unknown identity. Furthermore, her intelligence is associated with a degree of pride and assertiveness as profiled earlier in which Riku through these extensive abstract profiles abducted and predicted Think's tactic in using magic to move her chess piece to fully verify and test if he was in a superior race or not in the first turn.
By profiling her pride, Riku understood that Think being the sharpest thinker and best mage of the Elves would feel like a puppet indulging obediently in a stranger's rules regarding the battle of information via chess, especially prearranged. In addition, as long as the possibilities of Riku still being either an Elf or an inferior race, he knew Think would take the opportunity to test him using her magic to move a chess piece unnoticed. It's predicted she'd test him on the very first round due to the former's pride wanting to defiantly reject playing Riku's game forced upon her as swift as possible which in the case of discovering Riku's race, Think would end the chess game and interrogate Riku of the unverified information on the Àka Si Anse by forceful means.
However, from predicting this Think's tactic Riku right after the game starts tells Think to move the chess piece tampered with magic thus evading her trap. Riku made this possible by prearranging his usage of white pieces which normally makes the opening moves in chess as a way to bluff Think to withdraw from testing Riku by logical means in addition intentionally using his words to refrain from mentioning which chess piece was tampered with magic. From this Think had placed her chess piece to its original spot.
The fact Riku had used the white chess to bluff Think out of testing him first turn shows the fact Riku had predicted her tactic prior to even first meeting her.

Furthermore, not only does Riku avoid Think's trap but simultaneously traps Think as well as predicting and countering her tactic further sends Think deeper into fully believing Riku's fabrication in character he had created himself regarding being a superior race.
Despite this, Think tries to cover up her tactic against Riku via magic usage to be no more than inexperience from the rules of chess. Doing this suggests in her POV she still hasn't been exposed of using magic meaning she can still use the opportunity to further test and verify Riku's identity and race due to her natural cautious nature from her being a keen thinker in addition to her proud nature against the stage of being forced into a game from what could be an inferior race in her mind.
From this Think Nirvalen attempts to bluff Riku a second time in the involvement of using magic again.
She does this by waging a chip and providing information for free regarding the "true" creator of the Àka Si Anse. Whatever her answer, it's a lie to conceal herself from being the actual compiler while preparing a spell on Riku which would make him believe her lie.
However, Riku had predicted this tactic as well. Riku from taking into account she'd wager free information using her chip when mentioning the Àka Si Anse's creator, by also connecting the fact details of the Àka Si Anse were thoroughly hidden deep and concealed, Riku before she'd finish speaking had abducted Think was relaying information from the fact the creator wasn't her.
He also abducted Think upon sharing her information would cast a spell to make him believe her lies which is why before Think could even finish her sentence, Riku had interrupted to disincline her of using that spell not through sensing it but predictions in which he states to know she's not the creator and has information on it only for Riku to expose the fact the information is a lie and show Think the fact he's aware of her using magic to test him.
Simultaneously, Riku's disinclination of Think from using any spells had made it possible for lying he had information on Think not being the creator without that falsehood being detected through any spells while Think curses internally out of satisfaction.
This has instilled internal fear on Think to which she visibly blanched despite feigning calmness. Riku had later also instilled more fear and intimidation towards Think by taunting and asking if she was satisfied in testing whether lies work on him or not to continue the game.
While doing so, in the moment Riku had seen through Think's current expression with reliable accuracy since to him she was internally asking herself who on earth was he exactly showing he has a clear view on her thoughts.

Due to Riku's several usage in bluffs, with all the information Think had gathered while playing the game she had been forced to conclude psychologically that Riku is in a race superior to her.
While Think was not only smart enough to take into account and abduct the possibility of Riku relying on bluffing to conceal his identity and predict her magic, also abducted the possibility Riku was very likely from the human race, she couldn't bring herself to believe it anymore as the will to act on gambling at such a sparse and fatal rate demanded by the *human weakness* in this context meaning the *human heart*, in Think's POV was devoid of
logical reasoning.
With Think not only failing to see through Riku and his lies but also having her thoughts seen through several times over, she had no choice but to end her investigation and regard him as a race strong enough to render her octa-caster tier magic—most unparalleled present day among the Elves unless to the point she'd logically interpret Riku could physically incapacitate her very easily being helpless to fend back. It's because she had such a high opinion of his abilities yet at the same time intelligent enough to decide on instead of attacking assertively, the gaslighted Think had submitted in following Riku's rules and had refrained from further using any more magic and spells—fearing the power seen beyond even her exceptional abilities.
Doing so had made stimulatanoulsy allowed Riku to evade Think's traps while letting her simultaneously fall into his own double layered trap of believing his identity fabrication which linked to disabling her usage in cheating throughout the game permanently especially from the additional intimidation initiated from Riku.
It reliefs Riku from tackling a major limitation in regards to his strategy as repeated moves involving magic would logically get more and more difficult to predict and perceive future disruptive elements involving chess pieces, eliminating this factor drastically improves the remainder of the strategy's success chances in achieving its primary goal.
Another reason why Riku had prepped in contacting Think Nirvalen was by connecting his initial cold reading of the Elven race to be as nihilistic as the Dwarvens to Think's info being seen as exceptional genius and mage among the Elves. On top of discovering her being the compiler of the Àka Si Anse, Riku had psychologically Think's persona to be seen as an "ultimate weapon" but that's her entire purpose which gives the Elven race pride built upon only intellect and magic. In other words, Think's intellect is bound by the power to destroy everything if it ends as a failure while Riku's intellect is bound by the foolishness

of humans typically known as the *human heart*—which Think had naturally considered to be the weakest.
By taking this into account, this was exploited by Riku to further amplify the coverage of the strategy as it increased the likelihood of Think falling into the double layered trap since someone of her type of intellect and pride couldn't bring herself to stoop down to Riku's level of suicide through regarding his identity and race with the intent of using tactics and bluffs (very accurate ones) until he slips once which he has anticipated beforehand. In Think's case it was being against the act of having an almost suicidal approach against a superior race and with her greatest weapon magic being psychologically disabled, Think has no choice but to fight Riku's intellect back her with intellect alone which all leads her to falling into more traps all in Riku's favour.
(All Strategy, All Planning, Trap Evasion, Setting Traps, Abductive Reasoning, Abstract Reasoning, Predictions, Direct Manipulation [Logical + Emotional], Deception, EQU, EQP, Cold Reading, Problem Solving [FRI])

(V6) - Now that he's accomplished the two previous goals which were essential for the overall Àka Si Anse strategy, Riku can finally move into the primary phase of prodding Think to gain detailed information on what kind of weapon the Àka Si Anse really is in which he does so by forcing a intellectual battle between them in which Riku psychologically cripples Think and her self esteem.
After Think gathers her thoughts internally together after Riku's fear inducement, he uses this to honey trap Think while instantly formulating a negotiation mid game in either waging unimportant information doesn't suffice or making an alternate demand. For example if Think would demand Riku's identity, Think would have to share information which would equally be detrimental to her as well.
Naturally, as the most prominent keen thinker of her race, she'd think of the risks if forced to give away secrets too compromising to share.
However, because of her prominent keen thinking and intelligence that Riku had predicted, Think would inevitably make up her mind and agree to the terms Riku had set. This is because Riku is aware from Think's POV that she's in no position to test if Riku can see through her lies via the usage of magic due to the fabrication of facing a superior entity who could even read her mind.
However, given her current position, being given this deal from Riku gives her the best chance to fight against him in a battle of intellect instead of relying on magic to try and salvage as much information as to cover the identity of the so-called ghost she knows is a lie.

In addition, considering the words of Riku saying he's not an enemy nor friend were verified to be true, this even further makes more logical sense in Think's POV to trust the deal which will cause no harm to her.
In actuality, despite the seemingly friendly negotiation on the surface, this is what Riku wanted to plant in Think's head from the moment he had adapted to the current stage to formulate this negotiation so he could use this to set the execution of finding details of the Àka Si Anse.
However, even if Think didn't abandon optimism and still have the thoughts of wanting to test Riku if he could see through her lies, Riku had also intentionally spoken using a certain tone giving the impression he had already thought two steps ahead of her to prompt a greater response for her to act in terms of intellect and abandon the usage of magic that's been proven ineffective against him. This is even more effective as Riku took into account Think's proud nature would further prompt the frustration to entice her further to accept the psychological battle as the sharpest mind of the Elves.
(All Planning, Strategy Adaptability, Prediction, Honey Trapping, Logical Manipulation, Formulation Speed, Deception, Negotiations, EQU, PSI)

(V6) - As the negotiations ended, both Think and Riku had resumed the game with the former first starting off by demanding how the Àka Si Anse details had been discovered with evidence.
To backtrack on Riku's initial Àka Si Anse leak information to Think, in addition to using that to prompt Think to accept the speed chess game to begin with, he had also widened his coverage by intentionally giving out that information on the house for free BECAUSE it was the biggest piece of information which could track the source of the leaker to the Dwarves; Riku himself.
It's because he knew this weakness that he had full-on anticipated Think would attempt to backtrack on that topic in this battle of intellect to exploit it as much as possible which is exactly why the information was given as a gift.
With the decision making of initially giving news of leakage of the Àka Si Anse to Think as a gift, Riku used this to turn that weakness of his into a stage of logical control where Riku had misdirected Think to an even greater information which no matter what she couldn't ignore.
After Think's demand, Riku started it off by pulling out a sound stone and holding it out to show Think of the evidence. The sound stone had recorded communication when the Dwarven battleship crashed and was found by Riku and the ghosts upon searching the temporarily abandoned battleship from the Dwarves escaping from the Werebeasts.

Riku had taken it with him as “evidence” to later prepare for his encounter against Think as he was aware of his weakness before meeting and used it to adapt through his current strategy as a way to bluff Think by showing it to her directly. Because Riku couldn’t give Think direct evidence which would blow his cover, instead of turning on the recording he retracted it and flung in more troubling information to misdirect Think which would conceal his deception from the demand being on the house in the first place.

The more troubling information was related to Riku informing Think the Dwarves had considered the Áka Si Anse to be of ‘no consequence’ provided by the fellow ghosts prior to entering the Elven capital.

Think obviously stunned by such information regarding her ultimate weapon was dismissed as a non-threat and considered only three possibilities: the Dwarves underestimated it, the Dwarves had something to defend against it, or ‘of all things’ which implies a stronger weapon.

Using Think’s “keen thinker” connection, Riku was able to use this misdirection to further edge the mind reading illusion in Think’s mind by seeing through her as she processes the three possibilities right after being struck with a sudden dire scenario which he says ‘of all things’ before Think had even finished her moment of thought while at that point in her mind to deepen that illusion.

This information control crisis Think was going through was created by Riku taking advantage of his lack of knowledge regarding the Àka Si Anse when relaying the information to the Dwarves. Without any concrete details of it besides being an ultimate weapon of the Elves, it’s natural the Dwarves had dismissed the Àka Si Anse before their E-Bomb with the firepower to destroy an Old Dei.

However it’s because Think is on the assumption Riku has knowledge regarding the Àka Si Anse that this information control crisis has been established and forcing her to only go through those three possibilities while the *fourth* remains invisible and cloaked from her reach.

By reading Think’s mind before she had finished and intentionally taking the information “of all things”, Riku had already set up another trap in which Think sees this as an opportunity to bluff and take advantage of Riku’s vague statement to demand extra information about “of all things”. This bluff allowed Think to test if Riku’s mind reading credibility while having the mind reading illusion constantly getting edged in her mind by not specifying “of all things” as a way to force Riku to do so himself.

However, Think using the term “information about that” to bluff Riku was instantly used against her as Riku referred to it as only being a weapon from the Dwarves at least as powerful as the Àka Si Anse. It’s because the fact the Àka Si

Anse was labeled as “inconsequential” gives only two or three possibilities as to why and understood Think’s proud nature convinces her that no defense against it exists in addition to believing the details of the Àka Si Anse weren’t deemable of being underestimated, the Dwarves’ weapon being seen as a greater weapon is the only possible conclusion.

After being toyed with a consecutive amount of times and losing in both the psychological battle and battle of magic, Think’s pride and self-esteem as a genius and best mage in her generation starts to deplete in which Riku continues to read her thoughts seeing through all of Think’s rattled thoughts.
Due to providing Think information of Dwarves possessing a weapon surpassing that of the Àka Si Anse, Riku wagers he’ll give more detailed information on it if he loses their game in which he asks Think's respective wager from her defeat.
Think—losing her ability to think properly had no choice but to wager information as crucial as well, which was the number of Áka Si Anse units available for deployment and info on the carriers which they can be mounted.
The information Think let slip was enough for Riku to gather how the Àka Si Anse was used via ‘mounting’.
While taking advantage of her low mood and self-esteem state, Riku adapts right after to bluff Think for another time in asking Think the consequences if such information was leaked from her involvement in which the response was obvious conviction of treason.
In doing so, taking into account Think’s low state and proud nature she’d see through and interpret the question as ‘common sense’ and was used to draw and distract her attention. Because of this, Riku anticipated, while in the region of low self-esteem Think would not help but to take this as a final insult to her intelligence and genius, in fact while executing it Think was prompted to this bluff much stronger than he had previously anticipated.
In defiance and out of her proudness from Riku’s insult to one of the only things which make Think great, feeds Riku more information involving the Áka Si Anse confirming it’s a rite of spirit-breaking (which possesses abilities capable of self-destructing Phantasma) which is a way to show how impressive her intelligence is in contrast to what Riku implied in order to protect her pride hence labelling it as the ‘most powerful’.
With that, Riku had accomplished his primary objective by completely misdirecting her and made her leak information on the Áka Si Anse without him demanding anything.
It was because Think was so intelligent and proud was another reason why Riku effectively foresaw she’d look in detail to the ‘obvious’ question from Riku made

her take it as a way of indirectly calling her stupid (which he unironically does after that previous trap), emotionally manipulating her to take action against that by leaking information in the end under the assumption she believed Riku already knew the details of the Áka Si Anse.
The entire Àka Si Anse Strategy needed to be implemented via extensive cold reading and developed planning prep for Riku to effectively read Think's mind throughout the game in addition to constantly thinking fast to maintain the illusion of mind reading without showing signs of falter ALL the while Riku is diagnosed with black ash.
Him initially selecting chess as a way to easily detect her deceit especially as he purposely chose the white chess pieces allowed him to take control of Think's mind completely and gaslight and misdirect till the very end all using continuous fast thinking via bluffs; neutralizing her ability to even use magic to control him.
But remember, Think didn't make ANY mistakes. In this regard, her accepting Riku's proposal from the beginning was the best and smartest decision she could have made given her ultimate weapon which possesses power to completely change the balance of power in the Great War was leaked. Killing Riku in that regard would leave her unguarded for the future counterattack of the Dwarves so no matter how you look at it on both sides, Riku controlled and extracted information from Think (even if Think has greater EQM than the average competent smart character) in the most effective way possible through extensive logical and emotional means.
(All Strategy, Planning, Foresight, All EQ, [Logical + Emotional] Direct Manipulation, Information Control, Deception, Overall Reasoning, Trap Evasion + Setting)

(V6) - In the end, only 12 chess games were played; Think won 5 times, Riku won 4 times and 3 draws were made making Think win overall in which Riku gave her information he *wanted* to provide her, including the information regarding the E-bomb and how the Dwarves would use it which he why Riku had intentionally made occasional moves in which would cause him to lose the game to provide Think information on his wager.
Riku had been intentionally *giving* her information so she could prepare to use it to deal with the Dwarves' situation herself afterwards.
Had not Riku made a conditional situation himself, he'd be struck down and dead by Think's spells on the spot successfully finding a loophole to set the initial trap layered with the multitude of other traps using verbal deception and cold

reading which quite literally made it impossible for Think to counter no matter what she did.
Before going to leave the Elven Palace, Think stops him and looks at Riku with eyes described to kill almost sharpened like a knife while he maintains his poker face though in a circumstance where she would use spells he'd most definitely flinch out of the fear of death. Due to Think being aware of Riku intentionally trying to lose she again asks if he's an enemy or an ally.
With Riku once again saying he's neither, he adds something new as a way gain Think's credibility in which Riku speaks with his 'heart' and entices his emotions to declare his goal is to prevent as many of deaths as possible convincing Think he'd present no malice and even used her spells to verify.
(Planning, Persuasion, EQM, EQE, Information Control)

(V6) - After Riku swearing he won't leak information he'd given to Think and being scanned on speaking the truth via magic. Think alters her personality completely from cold to soft and sweet revealing her name to be "Think Nirvalen" while ever since her first encounter with Riku she acted as "Nina Clive".
However, Riku from the beginning had already known she was using an alias the whole time and had even seen through her acting initially as well.
Initially, without knowledge of what the Áka Si Anse was, Riku already abducted the validity of the name "Nina Clive" to be faulty in which he had abducted upon finding written documents in code about the Áka Si Anse in the Elf metropolis, all the developers including the compiler's name (Nina Clive) was written under it.
Because Riku had abducted Áka Si Anse to be a full-scale secret weapon, he had used this to abduct Nina Clive to be an alias due to the fact it would be foolish to create a full-scale war project under her real name especially when left unprotected for someone of Think's intelligence while confronting an unidentifiable individual like himself.
Riku had seen through Think's acting completely on their first encounter through subtle observations and recognising her movements and speech were connected to his own form of persona related acting.
The moment Riku had learned the Áka Si Anse to be a full-scale spirit breaking rite was when he had complete confirmation his premise was sound and the insanity of Think's project.
Due to this prior knowledge in relation to Think's attempts of concealment, Riku's final reason for approaching Think was because he'd anticipated and factored in Think would erase any history of him ever stepping foot in her mansion in addition to erasing ALL details of information given to him. This

decision also stays consistent to the 3rd rule of his War Strategy to stay invisible and concealed to the end otherwise he'd die.
For context, which especially references V9.5, Nina Clive isn't just an alias but an actual elf who has statements of possessing talent much like Think, although not nearly as exceptional like Think being only a penta caster as Think Nirvalen is an octa-caster herself.
Think, for reference, basically used Nina Clive in a way to represent as the surface leader of the Elves while Think Nirvalen is the leader from the shadows presumably dead who had created the Àka Si Anse behind the scenes where she lived in Nina's mansion.
From the moment Think had detected Riku's presence without knowing his identification, Think's initial and obvious assumption is that the intruder was an enemy of Nina since it's her home as the acting current Elven leader which is why Think had instructed Nina to stay hidden while she confronts the intruder while changing her facial expression, voice, movements and gestures as a way to disguise her deceased identity in order to confront Riku.
(EQP, Cold Reading, Planning Coverage,
Foresight, Perception, Observation, Castling, Pattern Recognition, Abductive Reasoning)

Aftermath of Àka Si Anse (ASA) Strategy:

After returning to a shack some distance away from Think mansion, Riku had already been heavily contaminated with the symptoms of the black ash in which Schwi was waiting and rushed in to feed Riku decontamination fluids to counteract the dead spirits he ingested. In Riku's case he was poisoned for over two hours while in Think's mansion. Riku was stated to coat himself with a *barely non lethal dose of black ash* which was calculated by Schwi to gain lethality overtime in an hour but in over two hours Riku stated Think is comparable to even Schwi in terms of chess ability (at least give her a good fight) which Riku wasn't expecting logically speaking due to the Ex Machina's systematic abilities being far above other races.
Despite this abnormal miscalculation, the fact Riku had to endure the dead spirits contaminating his body for an extra hour while battling Think shows great physical control, resilience while also focused thinking as he's still able to formulate moves and thoughts without showing weakness.
In the end, Riku survived (even barely) but ended up being blinded in one eye, losing his viscera, losing his left arm and overall having his skin contaminated to the point they had to be permanently bandaged.

(Planning, EQM, Physical Control)

Chapter 4

3rd Phase - Great War: Mass Migration Strategy

(V6) - From Chapter 4, it's been almost a year of observing the world from Riku's instruction of scattering the 'ghosts' across each territory nearby while the other races' preparation for their respective counterattacks. Their presence hidden from all them being permanently contaminated from black ash consumption yet all 177 'ghosts' are still alive as planned as well as the other races not having any casualties inflicted and constantly monitored.
The primary goal of the MMS Strategy was to migrate **all** of the other races off of the continent Lucia while preparing the showdown between the powerhouse races towards Avant Heim—nation where Artosh the god of war resides.
While Riku is in his hideout along with Schwi and Couron, Riku's anticipation was confirmed to be true as the Elves led by Think united with their ally Fairy race while also increasing contacts with the Dragonias.
After leaving the mansion while prepping Think with information about the abilities of the Dwarvens' E-Bomb, Riku had induced and anticipated this alliance's creation by taking advantage of Think's "vast knowledge" and "genius" profiles in which she'd be able to perceive that the Dragonias possess the means to counter the Dwarven airships due to being living dragons to attack the airship from the skies.
Furthermore, both the Dragonias and Fairies are hated mutual enemies of the Dwarves—Chapter 2 even shows conflict between the Dragonias and Dwarves. Taking all the reasoning to account, joining up with the Dragonias was the most logical decision for Think to counteract against the Dwarves' E-Bomb.
In doing so, she negotiated and informed them of the Dwarvens' E-Bomb which had not only motivated the Fairies and Dragonias but had ensured the Dragonias would be enraged with the Dwarves leading to the inevitable combined in forces to destroy the common enemy with an "Elven alliance" in secret—hidden from the Dwarves.
Riku even confirming Think's aptitude was the main reason he let her work out matters on her own after providing her knowledge of the Dwarves' strategy as a way to not only prompt her motivation in advancing her military power but for using her in preparation onwards for Riku to adapt it into his next strategy.

Riku would have information gathered regarding the formed alliance instantly from his fellow ghosts observing the world including the activity of the Elves, Fairies and Dragonia respectively without being detected.
After indirectly forging the “Elven alliance”, Riku would then have to manipulate the Dwarves to fear induce them to form an alliance for a counter.
Initially they saw the Elves’ greatest weapon as of no consequence due to lack of detailed information given by Riku.
However, Riku used his ghosts to not only spread and leak the creation the Elven alliance to the Dwarves but also the fact they’re aware of the E-Bomb’s details on top of initiating the ghosts to leak the **detailed** information of the Àka Si Anse and how it’s a spirit-breaking rite capable of making a Phantasma’s core unstable and self-destruct.
This detailed information would force the initially confident and ignorant Dwarves to be induced with fear and wariness that their most hated enemies formed together to increase their firepower while hiding the devastating Àka Si Anse whether they’d want to or not.
Because of this information, the Dwarves’ best choice to counter this would logically be to make an alliance of their own with equal odds.
They allied with the Gigantic since they have a friendly relationships with each other in addition to successfully persuading a troop of Phantasma to join their alliance due to using the recent knowledge the ghosts provided regarding the extra details of the Áka Si Anse being a living ‘Phantasma killer’ which Riku extracted from Think during the ASA strategy.
In conclusion, it was anticipated that the Dwarves would take advantage of this convenience and make the best choice to win over the powerful race like the Phantasma especially due to them sharing common worries regarding the Elven alliance.
Due to this Riku successfully anticipated and manipulated the ‘Dwarven alliance’ to be formed in which both alliances hid their ultimate weapons in preparation.
By doing so, he had manipulated the bloodlust levels of both unions to increase and move off of Lucia toward Avant Heim where the god of war Artosh and the Flugel resided.
The bloodlust manipulation had also indirectly manipulated even Artosh to induce wariness of both the E-Bombs and Àka Si Anse; weapons capable of destroying a being like himself along with Avant Heim due to it being a group of Phantasma, giving them no choice along the Flugel to be involved in the upcoming collision as well especially since the E-bombs and Àka Si Anse were created for the sole purpose of destroying Artosh making the three way collusion inevitable upon their hidden long term preparations.

In addition this fear inducement equally forces Artosh to grow stronger each time warfare and bloodlust amplifies while also being affiliated with the Flugel, grows even more powerful in the collision between the two unions from warfare while at the same time—this is important for the next phase of the War Strategy. This alliance formulation not only shows adaptable planning via information, but the fact Riku uses this information to instill fear, wariness and bloodlust within the races demonstrates mass interpersonal management as he's able to control and entice the emotions on a world-scale population including the Old Dei Artosh which was detrimental for setting up a major stage of his MMS Strategy. (All Planning, All Strategy, All Manipulation [-Direct], Problem Solving [FRI], Inductive Reasoning, Anticipation, EQU, EQM, EQE)

(V6) - After manipulating the main powerhouse races, he needed to misdirect the other weaker races away from the battlefield to prevent any casualties.
The Werebeasts were already dealt as they've been wary of the E-Bomb they discovered in addition to their lack of firepower left them with no other option but to move to the archipelago to the west avoiding being caught in the middle of such an escalating battlefield which from Riku's analysis of the Werebeasts being just also smart enough to make instinctive choices to avoid death anticipated from their current situation it was the only logical choice for them to evade as much danger as possible.
He manipulated the Demonia to relocate to gain from the tension that drew the powerhouse races away from their territory. Because the race is known for being unintelligent and entirely instinct driven, he instructed his ghosts to find and eat the flesh of a corpse, formed before his Great War Strategy and in locations far from the battlefield and where it's remote from the majority of political races being drawn together.
Since the other main races weren't present, no one else was keeping the Demonia in check which was how their appearance from the sense of flesh was predicted from not only constantly using their instincts but because of the extra effect taking place from the psychoanalysis of Riku regarding the urge of instincts taking control with the sense of meat in a War situation.
Reaching the surface through the sense of the flesh, the Demonia while ravaging on the land in the process but without killing anyone; Since the ghosts were contaminated with dead spirits their flesh couldn't be sensed which is why Riku initiated the consumption of corpses.
Because the Demonia are known to be slow moving creatures, Riku ensured greater risk calculation as the ghosts would have little to no trouble escaping

and concealing themselves from the Demonia misdirected away from the battlefield in which they'd remain in their new relocated areas forced by Riku due to their pleasure of destroying the land they own—ensuring the Demonia stay in abandoned areas until the end of the War.
The next race to be relocated were the Dhampir who live and survive from the extraction of Soul Essence which is abundant in all bodily fluids; It's the most abundant from blood and the least abundant from sweat.
Dhampir in addition due to their dislike for the Sun live in the country of Oceand but they come to the other countries during night periods mainly for Soul Essence.
In order to alienate the roaming Dhampir away and towards their native country, Riku instructed his ghosts to negotiate and allow the Dhampir to extract a sufficient amount of Soul Essence from them via biting in exchange for the agreement to return to Oceand as the ghosts lead them—benefiting both from and taking into account the synopsis of how it's difficult for especially non-powerhouse races to gain enough food from the War, in order to survive the Dhampir had no choice to accept the ghosts' deal which would profit them in the long term as it is.
It would be easy for Riku to gather information of the Dhampir in the dark beforehand due to the ghosts scattered across the world—constantly monitoring it while concealed.
Along with the Dhampir, the Siren also live in the country of Oceand but because of their large water elements within their bodies they can only survive in water eliminating any chances of them being involved in the war's climax.
In addition, due to the Dhampir taking in the ghost's soul essence, it ensures the race won't diverge into any other countries temporarily during the War Strategy due to consuming enough blood to wait inside their home until the war ends.
Other races such as the Ex Machina and Lunamana would be of no consequence as the former hasn't appeared since the initial destruction of Riku's village and have stayed in their clusters while the latter live in the Red Moon of Disboard being entirely irrelevant to the Disboard land entirely.
In conclusion, Riku successfully relocated the other lower races away from risk of being caught in the stirring collision of the powerhouse races by controlling their trajectories accordingly while prepping for the final climax of the War Strategy.
While taking the other races into account, Riku in consideration misdirected and alienated all the other races off the Lucia continent for the sake of leaving the humans behind and safe home alone for the first time—setting up the stage in which Riku's kind wouldn't be at risk at all.

Riku had even notified Couron regarding the absence of the other races beforehand, not only confirming Riku's foresight to be true but to take advantage of this, the acting new leader Couron lit beacons and sent out scout teams as a way to find stray villages throughout the deserted Lucia with no risk while further expanding their total village population despite the difficulties in the integration process.

Riku used the new information he acquired from Think initially and used it to anticipate each pattern of each race guaranteeing all races' safety during the climax from executing his Mass Migration strategy.
Riku made all of these changes possible,
manipulating and having complete control of ALL the races involved in the war for 'close a year' meaning even from lowballs Riku had manipulated the races for 9 months while in contrast Riku had manipulated the races for 11 months highballed.
Furthermore, Riku had this by not only anticipating a world population of thought processes based on the war's climax but as well as their responses linking **ALL** of the other races' actions in the war how they'd impact the others as well which is not only versatile EQU but also complex psychological pattern recognition as well since it's an almost year long chain.
(All Planning, All Strategy, All Foresight, All Methods, Strategic Deception, Problem Solving [FRI], Mass Manipulation, Tactics, EQU, Leadership, Inductive Reasoning, Information Gathering, Pattern Recognition)

(V6) - Riku shows more interpersonal EM as he completely silences Couron from his described icy voice while she was condemning him from destroying his entire body in order to achieve his goals of ending the Great War.
(EQM, Aura)

4th Phase - Great War: Suniaster Strategy

(V6) - Riku's preparation on how to end the Great War in the climax was based on the loophole he saw through immediately after hearing Schwi's explanation of the Suniaster.

Although there are more than one Old Dei which would in term make the Suniaster insufficient in theory as more than one Old Dei bringing up their would make more than one ‘One True God’ which contradicts the logic of the Suniaster making one above everyone else, one would need to kill the rest of the Old Dei and leave one in order to manifest the Suniaster for themselves. This is the reason why the Àka Si Anse and E-Bombs were created weapons powerful enough to destroy them.
However, such a purpose to start the Great War was seen as so idiotic to Riku he believes its an insult to said ‘idiots’ which leads to the loophole he saw through. Due to his vast knowledge, he’s aware that the Old Dei are created from the spirit corridors of this world; the planet itself. Riku’s thought process from this loophole is that even if the number of Old Dei were infinite they couldn’t be more powerful than the source of their creation in theory.
In other words, instead of destroying and killing the other Old Dei, Riku deduced the destruction of the planet itself which would make the Suniaster manifest. Riku used the computational Schwi to calculate the manifestation would occur in 10^(-46) seconds surpassing all the Old Dei in which would be the moment to retrieve the Suniaster and rebuild the entire world brand new.
In order for Riku to get the firepower needed to pierce through the Earth, he'd use the other races he’s already manipulated and use their destructive weapons to his advantage to blast through the core themselves.
He’d prepare this by installing Unwege (artificial weapons devised by Ex Machina) that Schwi stored capable of bending the orientation of blasts causing the force to point straight down.
Using the ghost world network, while concealing their presences had spied on both the unions to collect information on what extra weapons would be present during the final confrontation. They gathered the usage of twelve E-Bombs, eighteen Àka Si Anse rites and eight Far Cries from Dragonias aiding the Elves’s artillery—a blast of fire power capable of rewriting the entire terrain of the planet at the cost of a Dragonia’s very life.
Using Schwi, the total quantified number of Umweges needed would be 32 to achieve convergence from the combined power of Àka Si Anse, E-Bombs, Far Cries and Godly Smite.
At the same time due to Riku’s former emotional manipulation on the races, as the god of war, Artosh grows even more powerful from the bloodlust staged by Riku to intensify the Godly Smite—all in which their combined weapons would destroy the planet themselves while destroying the spirit corridors in the process.

Both Riku and Schwi would be responsible for installing the 32 Unwege around the Avant Heim battlefield.
It's because Artosh's fleet and both unions share the same psychological endgame of seeking the Suniaster through death that Riku foresaw that once they collide, they'll immediately launch fire on each other at the same time in order to increase the efficiency of the Umwege convergence between the combined weaponry.
Due to visualling the world in clear detail they'd install the Unwege to make a perfect circle with exact coordinates which are centered around the migration and battlefield of the powerhouse races.
(Planning, Information Gathering, EQU, Perception, Abstract Thinking, Deductive Reasoning, Foresight, VSI)

Great War Strategy - Error:

(V6) - Due to Riku's physical condition, he suffered long term problems and even laughing caused him 'searing' pain. Because of this he was forced to take some rest for a while and was put to bed by Schwi. During this Riku requests Schwi to hold his hand when while however as he slumbers off, Schwi doesn't accept Riku's wish due to the desire of 'love'; the desire for Riku to live another 891 years as she describes it which would be possible if obtained the Suniaster as she leaves the hideout with Riku in slumbering.
Schwi successfully installed 24 Umweg by finding the given coordinates for each station to install them until she encountered Jibril out of nowhere who fought against Schwi in a physical battle of power; leading to Schwi's death.
Riku discovered her death from reports of the ghosts in which despite initially putting on a brave face, gets greatly affected by this and starts to lose purpose and motivation of implementing the final endgame strategy since Schwi dying broke his 2nd and 6th rule of his 'game' in term leading to his 'failure'
However prior to her death, in order to continue the 'game' and will of Riku, Schwi reconnected herself to her cluster from expressing herself as an anomaly from showing emotions and acting as if she had the human heart which was seen as 'valuable testing' from the Ex Machina despite Schwi being a defect.
In doing so she initiated a male Ex Machina with a 'human name' Einzig to go to Riku's coordinates and tell him to carry on her will and love for him as she believes going by the rules Riku gave, **tools *don't* imply the rules to be broken**.
Obviously Riku is initially distraught by hearing just a message passed on from Einzig by Schwi, ultimately in order for her sake, as her husband, he'd finish what Schwi started one last time in order to regain his resolve to end the Great War

while having the Ex Machina race as his only allies directly due Schwi giving them access to the 'heart' and respect her wishes for obtaining such unique data.

Final Phase - Great War: Spieler Contingency Strategy

(V6) - In a place where the battlefield is barely seen by Riku, he goes on top of a faraway hillside where an Ex Machina woman delivers Riku a Stalemartyr which pierced through the earth with its trigger ready to be fired containing the 70 if or greater percent of energy of the combined energy of Godly Smite, the E-Bombs, Far Cries and Àka Si Anse reproduced within the Stalemartyr sacrificing 4802 Ex Machina units in the process while the Ex Machina woman returns to the battlefront.
The goal was that Riku needed to pull the trigger to pierce the planet once the Ex Machina stripped Artosh's ether for the Suniaster to manifest.

(V6) - Einzaig confirms that Schwi made a miscalculation that would have led Riku's plan to failure (even if all 32 Umzeg were installed) which is that she didn't take into account the 10^(−609) second gap that would prevent the Umwege from drawing all other main weapons' attacks downward but instead colliding forming a vortex. Meaning due to Schwi's initial error, even if she didn't go alone the Riku's plan wouldn't work which was a result of processing multiple clusters. However, Einzig explains a way to adapt and still cause the weapons' blast to divert the energy despite the incomplete Uzweg installation from Schwi neutralizing the plan of aiming the energy towards the Earth. When he mentions a hole to the southwest, Riku immediately abducts instead of aiming down, aiming southwest would result in the blast diverted in a way it would still be possible to manifest the Suniaster.
(Comprehension [VCI], Abductive Reasoning, Fast Thinking)

(V6) - Riku is given information from Einzig that the Ex Machina have provided him with Heavenly Smite emulators, in addition to Riku learning that due to Artosh's ether (which manifests on the desire and wishes related to war) according to Einzig raises the chance of Artosh taking the Suniaster to be 52%. While taking these into account immediately after formulating his thoughts, Riku orders and coordinates the Ex Machina to fake a preemptive strike from behind Avant Heim using Heavenly Smites *without killing anyone* for the purpose of misdirecting both the leading Think Nirvalen and Dwarves to unleash all her firepower at southwest of Avant Heim in retaliation—the single tactic which was

a double layered emotional-logical trap which would not only force the two unions to use their maximum weaponry at once but also indirectly prompt Artosh and the Flugels to retaliate against both unions to use their own maximum power while weakening all three of the parties in the process to cease the opportunity in taking the ether from Artosh.

The Dwarves had fallen for the emotional trap of the tactic from the faked preemptive strike as they'd assume was from Avant Heim, their prolonged urge of destruction and bloodlust would collapse in terms of trying to contain it while the tightrope finally snaps from the "first" strike prompting immediate fire on Avant Heim using the E-Bombs.

Think Nirvalen, leading the Elves, had seen through the emotional trap but had had fallen for the logical trap in which Riku had foresaw since given his psychoanalysis on her intellect and quick thinking, he knew Think is competent enough to see through the Heavenly Smites being a fabricated preemptive first strike instantly the moment it occurs especially as how he's aware of the several hints it would bring to Think from the absence of casualties, the octa-caster's ability of differentiating spirit responses and the most important hint that instead of firing Heavenly Smites firing the Godly Smite would be the best option to erase both unions.

Despite seeing through the fact the preemptive strike was fabricated, Think at the same time was aware this was a perfect opportunity to strike first before any of her oppositions against Avant Heim with as much firepower as possible while off guard initiating the launch of the rites—this was the logical layer in Riku's tactical trap as no matter what the end goal of the unions is death and with the Heavenly Smite being fired, seeing through the fact it would catch Artosh and the Flugels off guard, it was the best opportunity for Think to strike while Avant Heim is assumed to be suddenly perplexed along with the eight Dragonia each firing eight Far Cries as well—sacrificing their lives in the process.

Due to the combined firepower of the unions aiming toward Avant Heim, this would forcibly prompt the Flugel to counteract and use Godly Smite at the same time—manipulating all three oppositions to use their full scale weapons. Once the Flugel in particular uses their move, they'll be neutralized and unable to move while slowing down Artosh so it would be possible to steal the ether while he's weakened.

Riku earlier on instructed the Ex Machina troop to create a weapon capable of emulating, reproducing, and focusing the energy created by the ultimate weapons; taking advantage of their adaptive abilities.

Of course creating such a thing would need 21 out of the 32 clusters to be inputted which would result in sacrificing 5807 units to successfully converge 70% of the original power and fire it through the core.
Einzig informed him of this, which Riku briefly sentimented about he'd kill over 5000 of his wife's people but immediately managed himself locked his emotions and played the cold and calculating character in order entice himself to fulfill her wish and that machines and tools don't break the second rule—in the same way his left arm was a broken tool.
Riku would then wait inside the Stalemartyr for Einzig to create a visible signal among the battlefield when he successfully fulfilled his part in sacrifice.
Riku asks one last question about if the remaining 21 clusters can really neutralize Artosh without killing him.
Einzig responds saying they can but it was a lie to Riku as believes it's possible to strip Artosh'a ether without killing anyone due to the powerful bloodlust.
Riku however sees through this lie easily despite Einzig's tone and character being depicted as a monotone hardwired machine as Riku abducts this from Einzig initially looking away from him after saying "Affirmative" hence the dots right below. In addition, later Riku induces the usage of very subtle "likely" and "almost certain"—terms Ex Machina should be self aware they don't say if they're 100% certain of something ('machines' in this context are only known as Ex Machina) in which he makes the final connection of Einzig obtaining the 'heart' from Schwi along with the other Ex Machina to see right through Einzig's lie.
Despite knowing Einzig's lie he ignores it due to him having zero other alternatives at this stage.
(Planning, Tactics, Foresight, All EQ, All Manipulation [-Direct], All Reasoning, Comprehension [VCI]. Leadership, Pattern Recognition, Information Control)

(V6) - While waiting for the signal, out of nowhere, he hears the roars of Artosh shaking throughout the planet. As Artosh's voice echoes about admitting his defeat and enjoying his battle, Riku instantly abducts that Artosh is speaking to him as at this point the Ex Machina employed are all dead if Artosh was defeated as Riku being the only one alive apart of his downfall while at the same time being respected by Artosh despite being a human.
Despite the sky being described to be red, Riku was able to observe and see the white flare far, far away from his position as in his viewpoint he barely only sees Avant Heim where the Artosh battle happened while noting it looked like Einzig described showing that they succeeded in removing Artosh's ether. In that

regard, it's insane observation and sensory to observe the flare at both such a background and distance.
Despite Riku being aware Einzig didn't believe he'd be able to strip the ether without killing Artosh, after hearing Artosh's choice of words, in midst of deciding the conclusion of this world he intuitively believes Artosh to still be alive as he never explicitly stated he's been *slain* plus hasn't said anything implying his undoubted death (which is confirmed by Einzig in V9 Artosh wasn't killed)

Note: Yes, Einzig is alive in V9. Don't ask how lol

Riku then executes the plan initiates the trigger of the Stalemartyr; Riku's thought process on believing he can make the battle a **stalemate** from destroying the core while his 'board' and 'game' at the same time hence the Ex Machina naming the weapon 'Stalemartyr'.
(Sensory, Comprehension, Abstract Thinking, Abductive Reasoning, Fast Thinking, Intuition)

Upon activating the Stalemartyr, Riku caused the energy of the gods to get sucked up destroying the spirit corridors itself. Riku successfully manifests the Suniaster in front of him although having his heart break free from his lock in the process from him seeing the sight of multitude of Ex Machina lives he's killed. However, as he tried to grab hold of it, his right arm had started to disintegrate before even touching along with his entire body gradually due to the energy of the Stalemartyr, leading to Riku's death.

Back in Chapter 2, Riku having the general knowledge of the Old Dei being creations from "concepts" had already deduced since the concept of games exist a god of games must exist which he believed to be the same opponent (Tet) he had been facing in chess since childhood even though others around him had abandoned the concept of games.
Verifying it from Schwi, he learned that the activation of the god of games required an ether.
From Chapter 4, curious of the further details Riku asks of activation conditions of the ether in which Schwi confirms the strength of feelings and prayers although not an entirely strict and secure way of unlocking it.
Taking this into account, prior to his death, in his last moments before vanishing forever, he acknowledges while engaging and pouring out all of his emotions

that in his POV his hands were too blood-soaked to touch such a godly device and that instead of himself he prays on someone else to take the Suniaster in order to end the War and to confirm their 'hearts' meant something despite being 'ghosts'.
In his final moments, the god of games Tet successfully manifests from Riku's desire and wishes.
Tet he takes the Suniaster for himself and restores the world, ending the Great War finally and becoming the new 'One True God' just after Riku finally dies.

Great War Strategy: Conclusion

Riku Dola's Great War strategy was overall insane—especially in terms of foresight, preparations and manipulation.

It was an overall 'success' and a 'failure' at the same time.
It was a 'success' in a literal sense, by respecting Schwi's wishes to label her entire robotic race without physical 'hearts' as **tools** and not air breathing things like the rest of the races as a loophole to the rules of Riku's game and strategy.
While it's true Riku said the heart wasn't 'physical', it wasn't because he believed it but more used as a scapegoat and tool to manipulate Schwi from the very first time they met in order to survive and can be labeled as 'inconsistent rules' which were mentioned as meaningless by Riku's own ideology.
In that sense, ZERO casualties (except for Riku Dola himself) were inflicted in the Great War strategy while finally creating a "utopia" for everyone as Ex Machina were just tools used in order to fulfill it.

It was also a 'failure' in an emotional sense, as Riku believed Schwi human enough to even see human qualities in her as the story went on such as tears, love, affection and even marrying her. Furthermore, Riku believed that the wish of considering the Ex Machina race to be nothing but tools was the height of hypocrisy implying even himself didn't consider it to be a win on his part.
In that regard, Riku failed and sacrificed the lives of thousands of Ex Machina in order to find peace in the Great War and in the end failed to physically take the Suniaster.

Either way, no matter how you interpret the Great War strategy, considering its initial very low success rate Riku carries and executes the entire strategy so well and efficiently for almost a whole year. Due to very subtle but major problems regarding Schwi, the whole strategy starts to fall apart drastically with nothing

else for Riku to do when the climax has already been set up which led to the last ditch contingency formulated mostly by Einzig via Schwi's will while executed by Riku to at least create a 'stalemate' while finally ending the endless Great War. (Strategy, Reasoning, EQE)

Conclusion

Regardless what type of scaling you use, Riku Dola undeniably proves himself to be a powerful individual in terms of outsmarting. His versatility and ability to adapt so quickly into almost any kind of situation by formulating short term strategies instantly which covers complex long planning in addition to possessing exceptionally high levels of understanding of one's thought process with just one encounter throughout the entire novel (against characters who have a degree of competence) makes Riku unique—an aggressive Planner who can very easily switch between a Short Term Tactician or Strategist depending on his approach and the fact Riku had to fight with the multitude of initial limitations he had in comparison to facing nations (although not in his league in intelligence) with naturally hax and resources far, FAR exceeding his own while countering those limitations is a display of high tier level feats (especially in comparison to the average NGNL volumes), Riku is eligible for both FS and NFS situations from how he performed.

Ranking of Riku Dola's Best Categories (Sub-Categories) + Recap:

1. Emotional Intelligence (EQE)

- Emotional Intelligence in my opinion is undoubtedly his best category for Outsmarting with EQE prevailing among the subcategories from his constant and potent enticement of his emotions with the intent fulfilling both world-scale motivation and goals to achieve it such as his heart-lock enticement which also contributes to his intrapersonal EQM and it's seen even more drastically during his ASA Strategy as he was managing himself from both the tense limitations and black gas in his system.

- In addition his world scale interpersonal management throughout the War Strategy stands out a lot from his other qualities as well along with the extensive psychological understanding and pattern recognition of several thought processes at once in both strategy and tactics.

2. Full Scale IQ (VSI)

- As a NGNL character, his FSIQ is going to be ranked as of his strongest points and his third-dimensional visualization of the planet is a prime example of that and is also the reason why VSI is ranked as his best FSIQ sub category.

- VSI aside, his CPI [WMI + PSI] able of instantaneously formulating strategies while foreseeing the outcome on top of sheer memorisation supporting the clear picture of the world are other examples of his ability inhumane FSIQ while his GAI [VCI + FRI] speaks for itself from his entire Great War Strategy.

3. Manipulation (Logical)

- Throughout the Great War Strategy, Riku has shown a wide variety of manipulation forms with logical manipulation standing out the most imo has its the most prevalent among the War Strategy as a whole being utilized heavily on all four world scale phases in regard to both Planning and Strategy.

- Regardless, all forms of his manipulation scale incredibly high compared to his other stats.

4. Deception (Info Control)

- Debatably could be ranked No.3 but Riku's Deception in all areas is strong with his information warfare being the most impactful as he's able to collect even the smallest bits of information as possible to use against others to mislead or manipulate in which he caused a world info warfare because of it—misdirecting a world population in order to force them to migrate in regards to his goals.

5. Planning (Preparations)

- Each and every phase of the War Strategy had multiple contingencies, multiple risk calculations, multiple forms of preparation which played vital roles for Riku's foresight and strategic building to reach the Suniaster phase in addition to instantaneous formulation speed which supports the process of his Planning.

6. Foresight (Anticipation)

- Riku's foresight both strategically and psychologically are sound enough for Riku to foresee a chemical reaction of events far ahead of time both short and long term as long as he has a sufficient amount of information.

- This is shown as he predicted Think's first two moves during his ASA Strategy from only using two important pieces of information along with anticipating the entire migration of the races almost a year ahead of time.

7. Strategy (Control)

- The strategies of Riku is so overly developed in terms of Strategy Control supported by his extensive prep and coverage that even from a Canon standpoint of the War Strategy being deemed as having a very low success rate by Schwi, it's enough to bring stability and efficiency of the strategy as a whole especially when it's supported by Riku's Adaptability of being able to connect the end goal of his strategies which can be seen as "simple" but with complex goals to build up his next forms of Planning.

8. Sensory*

- Riku's Sensory is shown to be unrealistically strong as he's able to sense and perceive the analysis of moving creatures from their exact position, weight and body shape with a touch of his exposed nerves on a surface.

- On top of that, despite being blind in one eye is still able to observe deeply and identify a white flare emitted from Avant Heim when he's at a position Avant Heim is barely visible standing on the mountains.

9. Reasoning (Inductive)

- Despite not being ranked as nearly as high as the other eight categories above, Riku's reasoning is still great—he excels and abundantly in abductive and inductive from abducting the Àka Si Anse being a full scale weapon and Think's first moves in their chess game both in which used small amounts of information from, inducing the entire product of the world anticipation on the third phase while Deductive contributing to discovering the loophole of the Suniaster and anticipating portions of the first two stages of the War Strategy.

Obviously this ranking is just my opinion and can be switched easily depending on one's viewpoint but it definitely gives you an image of how Riku plays.
Not just his feats but his statements and narrative undeniably scale him on a high note for Riku to not be considered someone to casually underestimate; especially in his own verse.

Thank you for reading



"We are the king. But at the same time—we are ghosts."
- Riku Dola

"In the end, this world is nothing but a game. -- So, we're gonna make our own rules on our own terms." - Riku Dola