NGNL's Rhythm Chess Explained

Contributed by JayChef and -PJ-

Light Green - FSIQ, Memory.
Pink - EI, Intuition.
Red - Strategy, Planning, Tactics.
Yellow - Deception, Info Control.
Green - Manipulation, Leadership.
Rose - Reasoning and Thinking.
Blue - Foresight, Countering.
Light Purple - Sensory, Cold Reading, Info Gathering.
Orange - General narrative and statements.
White - Highlights
Lighter Colors - Scans.
(Cyan) - Respective category the feat/statement covers.

START:

Context regarding Volume 9

After defeating the Old Dei Holou—Sora and Shiro decide to switch their new ambition to make Holou the number one idol pop star in Disboard.
However, the Ex Machina abruptly infiltrates the Elkia Kingdom consisting of Einzig, Emir Eins and eleven other maid robots.
They came to Elkia after finding Sora in which they believed to be the 'Spieler' who ended the War as they analysed his bodily functions to be an almost identical match.

After the Great War, a 'hardware lock' (initiated by Schwi during her contingency) had prevented the Ex Machina from reproducing unless it was carried out by the Spieler—only 28 units survived against Artosh in which only 14 now are functional in the present.

With no agreement between Sora and the Ex Machina, they decide their troubles with a chess game.

Initially, Sora was forced to fight the Ex Machina alone in which led to a draw mainly due to Sora focusing on defence leading to a stalemate, eventually led to Sora being forced to give the Ex Maxhina his porn on deciding his sexual preferences (yh Ik lol 💀)

A few days later, Sora challenges the Ex Machina for another round but this time with Shiro as Blank while using this as an advantage to make Holou popular in her early idol career.

Rhythm Chess's Prep/Fabrication

Rhythm Chess is a modified chess game personally designed by Sora himself. Because of the Ex Machina's infinite adaptability and computational ability playing a regular chess and winning was pretty much impossible which is why this Rhythm Chess was built for the sole purpose of countering the Ex Machina's adaptable abilities BUT Sora did this by making sure the Ex Machina would accept the challenge on the assumption Blank would face 'triple layered limitations' on top of chess being the Ex Machina's advantage—convincing them to accept the game.

As the name describes, Rhythm Chess is a chess game associated with music as waves of light crash through the board in sync with Holou's singing as she's onstage while the actual chess players are offstage. Instead of regular chess, there are no turns as you had to slam the chess pieces in sync with the rhythm or the move would not only be invalid but the chess piece would be forced to be placed back on its starting position.

Holou had thirteen sets of songs given by Sora which is why the game had a total of thirteen rounds and whoever brings the game to a stalemate loses in order to sync up both Holou's show and the game. The team who wins the most matches are the overall winners.

In addition, another special element of Rhythm Chess was the 'Energy Gauge' in which after the Ex Machina agreed to the game, Sora used the two Ex Machina

Seher and Prufer among the group for the application use the Ex Machina's natural ability to analyse and measure the crowd's excitement, satisfaction and enthusiastic levels while also projecting the Energy Gauge visually to Blank, Steph and the others in the form of a green meter.

Furthermore, Sora added another special element to make his Rhythm Chess which was the 'effect strike' which utilised Jibril's Materialisation Shiritori from which Blank obtained after defeating her.
This gimmick is responsible for maintaining the Energy Gauge' to a high level throughout the show.
Instead of employing things within the limitation of whether something exists or not like in the shiritori game testing knowledge, there were no limits in Rhythm Chess and as the name suggests it can launch 'effects' from how the striker imagines them in which both the main stage and back stage will experience.
In order to activate this event though, you'd need to hit squares that would flash on the board at completely random points in the game meaning there's a high risk of potential bad moves.

Losing the most amount of set aside, in terms of the extra conditions which eventually convinced the Ex Machina's approval of playing, is that Sora added 'triple layered limitations' specifically for him and Shiro during the game where if one of the conditions (including winning the chess game) wasn't met, Blank would lose overall by default.
But in reality, the limitations were indirectly and concealed towards the Ex Machina themselves which gets shown and exploited in the upcoming events of the game:

If the Energy Gauge reaches zero, the Ex Machina win - As the Ex Machina had no interest with the concert itself, it being stopped was entirely Blank's trouble thus only they would be pressed in using the effect strike which has a high risk of compromising the chess match.

If Sora can't prove to the Ex Machina he's not the Spieler, the Ex Machina win - Regardless whether or not Blank defeats the Ex Machina they'll be the winners by default if Sora can't unlock that additional condition through their rhythm chess game.

(FRI, Creativity 💀, Planning, Logical Manipulation, Info Control)

(V9) - Despite the Ex Machina's infinite level of adaptation, because of the nature of how the Rhythm Chess was built and Blank's chess skill together are great enough to defeat the One True God Tet, Blank was confident in their abilities to maintain the speed of the rhythm chess to an 10^120 level against the Ex Machina long enough to set them up among their traps implanted. Especially considering Sora on his own managed to tie against them.
(FSIQ [CPI + VSI], Success Rate)

The Game + Psychological Predictions/Analysis

(V9) - As the concert starts, the chess game starts with both teams moving their chess in rhythm to the first set as Blank uses all four of their hands each taking instant turns moving the pieces in sync.
The high speed chess game averaged four moves per second as they were competing against thirteen Ex Machina via their connected cluster.
Between Steph and Jibril, only the latter (though was squealing) was able to keep up with the game who possesses unrealistic CPI of her own in which she confirmed Blank was slightly behind the Ex Machina in the early stage of the rhythm game.

However, overtime the Energy Gauge was about to run out and even if Blank *did* defeat the Ex Machina this round, it wouldn't mean anything as the Energy Gauge is what determines their entire chance to win overall.
That's why Blank was locked to slam their piece on the effect strike instantly as the square flashed randomly—making the Ex Machina, Steph and Jibril stunned at their poor play during the Rhythm game.

However, during the game, Sora from the beginning had been taunting and making the narrative known that the Ex Machina would eventually hit the effect strike themselves in their own free will despite the effect strike at surface value being worthless to them as whether the concert fails or not doesn't involve them.
In actuality, these bad moves and taunting eventually become vital tactics in stringing on the Ex Machina to Blank's game—giving them complete control in the process.

(V9) - As Blank used the effect strike, they imagined and created both a terrain and world not even relative to Disboard as light exploded through the stage,

seats and backstage sending them to an area in space where Holou continued singing and dancing on top of a warbot as missiles, beams and lasers travelled through the area along the a rain of curtain fire—Blank brought the entire concert into a war zone (yeah ik 💀) which initially brought the entire crowd in a simultaneous silence.

On the verge of their minds crossing towards the natural instinct of running away, the audience immediately screamed in cheer instead of terror when Blank displayed the writing of the screen saying,
"Don't worry, it's harmless."
The reason why this tactic was effective for facilitation was due to Blank utilising the cognitive dissonance of the crowd as one person cheered, the rest of crowd followed relieving the initial terror of the background and have now psychologically envisions the war zone as effects for the concert as Holou continues on singing and dancing.
No harm would come to the crowd regardless since the Ten Covenants make that impossible to occur.
(Tactics, Psychoanalysis, EF)

(V9) - In the midst of neutralising the crowd's terrors, Blank still had fixed focus on the chess game against the Ex Machina though Einzig and the other maids found it hard to hide their shock from Blank's seemingly reckless play.

While regaining his cool, Einzig had tried to reason Blank's purpose of using the effects would be to blind the Ex Machina from their special effects to distract their chess game. Emir Eins refuted his deduction however, she reasoned the Ten Covenants would prohibit any form of harm against players, making the attempt to blind them pointless for Blank.

Because of this Sora while simultaneously playing without slowing down his play makes Einzig wonder why Sora would choose to lose by his POV, because Einzig knows that even if Sora did care about the concert, creating rules that would assure his loss struck him the wrong way—the psychological trap of making Einzig and the Ex Machina believe Sora is throwing the game is incredibly vital for how Blank performed during the game via Sora's profile of Riku Dola in V8 during the Sugoroku game which he had deduced was the Spieler they mistook him for.

Sora's Psychoanalysis on Riku Dola prior to Rhythm Chess:

Context: This feat is based on Sora knowing from Jibril the Ex Machina had killed Artosh and ending the War though implied Immanity had used them to end the war

During the Sugoroku game where Blank was challenged by Jibril in the simulated Great War, after 177 years (game wise) where the war between the sixteen exceed continued to fight, Sora concluded that the war couldn't end until everyone killed themselves—the strongest being the primary target by all other races in which the new strongest would be the world's primary target and so on in an endless cycle.
Due to requiring information Immanity ended the war, Sora deduced that the Immanity race were the ones who realised the fact of the endless War.
Despite Jibril saying their game was a stimulation of the Great War—Sora had understood Jibril's judgement was wrong considering at the rate of the game it will either continue endlessly or until every race was dead until one despite the fact that at real history, the Great War HAD ended along with all sixteen exceeds current.
Because of this, Sora saw through the loophole in which was the main catalyst in the War's end which Jibril had overlooked.
Sora knowing Jibril's and Azril's proud, strong and bloodlusted characters, knew the Flugel would in no way lose their will to fight after Artosh's death especially in their prime where they'd relish the taste of combat in the War.
Sora is aware that the Flugel would only lose their will if they had successfully killed every Ex Machina in existence even IF the Ex Machina were presumed to be too strong for the Flugel, they wouldn't die without trying.
Taking into account neither the Flugel or Ex Maxhina perished, Sora deduced that in the brief moment the Great War had ended abruptly which leads to the next process of logic linked with the loophole Jibril had missed—The One True God.
If Immanity had ended the War as it was implied, then by technically they would become the new One True God after Artosh's death—that's what Sora deduced but considering that's not the exact case yet they still survived the war this only confirms Immanity used the Ex Machina as a major event of ending the War.
By taking this into account, Sora had deduced and connected the fact despite Immanity had been aware of the 'endless' cataclysmic conditions of the War, they had continued to survive anyways and laid out groundwork to end the war even if they needed to walk across the tightrope possibility and even if Immanity hadn't won they'd pass on their will and goals to someone else until it was fulfilled hence Tet being the One True God and not Immanity—the god of

games—there Sora finally deduced that the War was ended by an Immanity gamer (Riku) who viewed and reconstructed the War into a game and win with the intent of having zero sacrifices. Sora understood the gamer had put faith in the almost zero percent chance of victory as long as the probability wasn't zero. Viewing the gamer as a fool yet at the same time admiring the gamer's foolishness to allow their willingness to act and implant their will onto Tet.

————————————————————

Why was this profile a vital use of prep for the Rhythm Chess? From Sora's knowledge, the Ex Machina are a species that quote on quote, "capable of adapting to anything in existence", it was from this subtle word comprehension Sora was able to hypothesise Ex Machina can't adapt to something that DOESN'T exist—finding their biggest weakness.

This hypothesis also links to the fight between Artosh and the Ex Machina during the Great War period, making Sora deduce that the Ex Machina didn't defeat Artosh despite saying otherwise. The reason why he came to conclude this was because as an Old Dei, Artosh is just a concept—an idea, not something that is physical in existence which expands and changes depending how abundant each respective concept is.
And if the weakness of an Ex Maxhina was that they couldn't adapt to entities that didn't *exist*, then being able to defeat Artosh without adapting to him struck large quantities of soundness in the Ex Machina's story—Sora only becomes more combined when he managed to tie against the Ex Machina even without Shiro.
The reason why Sora is using Riku's profile as a tool to defeat the Ex Machina is to use their stubbornness viewing Sora as the 'Spieler' against them to display and create a new persona to the Ex Machina that the 'Spieler' is not against losing even though from Sora's profile—Riku Dola is an individual that hates losing more than risking death itself from going through with the 1% success rate strategy to end the War.
Because of this, Blank had forced the Ex Machina to focus on the psychological temperament of Sora's, causing the maid units to be set on errors perplexed on adapting to this perception of the Spieler which wasn't physical to adapt. Meanwhile, Blank was reading their doubt during the entire emotional turmoil instilled on the Ex Machina in addition to taunting them more showing how he's not affected by losing while making another suicidal move as another effect strike appeared.

However, Einzig had failed to snap the other maids out of error allowing Blank despite the bad moves to win the first round against them while in addition boosting their Energy Gauge—maintaining the concert simultaneously.
(Deductive Reasoning, Abstract Reasoning, Cold Reading, Emotional Manipulation, EP, EU, VCI, Planning/Strategy)

(V9) - During the second round, Holou starts the second song in front of the crowd while Blank and Einzig get right back to playing at high speeds with all Ex Machina recovered from their errors.
The Ex Machina had won the second round barely while in the current third round the effects of Blank were still abundant as all the units were screaming errors via Sora's fabricated Spieler persona.
During this, to further boost their Energy Gauge, Blank had launched their first effect strike this round which in normal circumstances would be a fatal blow and yet they were still winning against the Ex Machina.
Because of this, Einzig with no other choice formulated a new hypothesis regarding the effect strike and forced a cleanup of the cluster to prepare the other units to hit the next effect strike.
Doing this, Einzig would only be falling for Sora's previous taunts of him eventually hitting the effect strike but unaware of Sora's persona fabrication, Einzig knows that not hitting and risking the chance of a fatal play would not only spell defeat for this round but the other rounds after that.
That's why Einzig took the risk and slammed on the effect strike when it appeared and used his imagination to completely shut down the concert via shutting down the lights and sound from the venue—an effect of stopping effects which was the most optimal decision from the Einzig as not only the Ex Machina had no intention of directly entertaining the concert. This would guarantee their loss in the third round but at the same time stopping the concert would mean one of Blank's mandatory limitations to overcome would be unsuccessful, therefore losing against the Ex Machina either way.
However, it's because Sora profiled the Ex Machina as both logical and straightforward, he predicted their line of thought to shut down the concert and saw through the hole how the effect strike could be used against them while provoking them in using the effect strike.
Which is why as a way to adapt, while the board was the only thing lighting up Blank as soon as they hit another effect strike, they imagined the light flashing, Holou's costume changing mid concert and the music modulating—Blank based on both adaptability and prediction indirectly used Einzig's effect strike as an effect to further enhance their effects via the darkness making the light more

vivid. Because of this the concert was still ongoing with the Energy Gauge still strong as they continue to play Rhythm Chess.
(Strategy, Foresight, EU, Indirect Manipulation, Setting Traps)

(V9) - After getting countered by Blank, and after Sora taunts again in wanting Einzig to launch effects in order to ramp up their concert and how a perfect play is 'boring', Einzig concluded and begun to verify his initial hypothesis that Sora's main issue isn't losing but is having as much fun as possible.
Because Sora wants 'fun', Einzig is forced to psychologically analyse him as a being above Ex Machina no matter how illogical it may sound as he took into account if Sora hadn't added twelve acts, the Ex Machina would have lost the very first round and had lost their bet then and there—showing a profile Sora added twelve acts for entertainment via effects. This traps Einzig to conclude the true layer and purpose of the effect strike was to make the game 'fun' by giving the Ex Machina a 'chance' via a handicap (which couldn't be further from the truth).
At the same time, Blank while playing chess is simultaneously observing Einzig's facial expressions to detect their shock, distress and disbelief as Sora quickly observes Einzig's glance toward Shiro as Einzig was undergoing and observing as much logical variable as possible involving Sora after verifying his power above Einzig's own kind.
Sora immediately starts taunting Einzig about finally paying attention to Shiro as a tactic to entice Einzig to analyse her as a way to adapt against Sora.
Initially, the Ex Machina had only focused on Sora since to them, Shiro was just an outsider with zero relation to the Spieler. Einzig during the matches was able to observe both siblings don't have linked thoughts like the Ex Machina so they both processed information independently during the Rhythm Chess which meant nothing to them initially until Blank taunted them saying when together their defeat was guaranteed—not having any logical reasoning yet hit resonated with the Ex Machina's illogical "heart".
The third round ended as the third act of the song ended thus giving the default round win to Blank via board dominance.
(EP, EF, Information Control, Logical Manipulation)

(V9) - After Blank winning the third round, the concert had reached an intermission in order for a temporary rest and costume change.
However, the Energy Gauge even in intermission was still active as the bar gradually decreased when the concert stopped in which as a contingency, Sora

used Steph as a way to manage the Energy Gauge as a way to keep the audience engaged.
This is especially since Blank can't go out in public from their bad reputation as rulers of Elkia, Jibril being unpredictable toward a crowd of humans other than Blank and Steph making her the only sensible choice.
Furthermore, Blank is already well cognizant of Steph's "talent of comic relief" meaning they were confident and predicted due to Steph's natural anxiety in dire situations she'd make a fool of herself to where it would be amusement for the crowd.
After humiliating herself on stage, the Energy Gauge was filled to its max.
(Prediction)

(V9) - After passing out for five minutes, Steph had returned backstage while Holou came out on stage where the fourth act began.
The game eventually went on the seventh stage in which at this time Ex Machina had used an effect strike forcing the entire concert to fall endlessly in the air.
Despite their admitted concern, Blank continues to maintain their composure and focus on the airborne rhythm game against the Ex Machina.
(EM, AQ, Focused Thinking)

(V9) - Einzig's intention from collapsing the ground was a tactic meant to scare the crowd to death in order to lower the Energy Gauge. However, it was ineffective because Blank had already scared the audience to death—making sure the very first effect strike they launched was a war zone so that they'd psychologically assume even falling endlessly in the sky was just another effect.
Not only does the Ten Covenants guarantee the audience's safety, Einzig couldn't help but to fall for this trap as from the beginning Blank purposely made the effect strike seem worthless for the Ex Machina to use at surface value in addition to the risk of bad play—guaranteeing Blank would have always planned to scare the audience first before having complete control of the Ex Machina as they are now using their sky fall effect strike against them in order to boost the concert.
(Trap Evasion, Logical Manipulation, Coverage)

(V9) - After Einzig's effect strike was countered, he had slammed his piece on the next effect strike that appeared in which he imagined and damaged Holou's costume to the point of tearing apart after applying his knowledge of Sora's porn stash.

However despite Sora acknowledging Einzig's tactic was well thought, he had immediately seen through and deduced both the process of the tactic and the outcome of the tactic's execution as the Energy Gauge was still at its max allowing Sora to see through Einzig's shock.

Normally, a normal idol would stop dancing if their costume had started to tear up as it would spell the end for their career as an idol in which stopping the dance would stop the show. But in Einzig's thought process that wasn't the case and that's what Sora had seen through.

Due to Holou being an Old Dei, a living concept, she lacks the proper self dignity to be concerned whether she's naked or not—Sora had seen through that Einzig had exploited this trait from Holou as a way for her to continue dancing until her costume was torn apart where the audience would be completely turned off dropping the Energy Gauge drastically.

However, Sora being dedicated to his gaming instincts playing the role as a producer—took extra procedures and variables into account that would ruin an idol's image out of caution such as one's dignity being exposed in a public setting which Sora setup a contingency where he made Holou wear a bikini barely covering her parts (yes just roll with it 💀🙏) as a way to facilitate shame on Holou to an extent as being naked would psychologically be more bearable than having private parts barely being covered up-forcing Holou to fluster even unconsciously.
The Energy Gauge still dropped from the show of too much nudity though because of Sora's indirect facilitation it was only dropping gradually.
(Coverage, EF, Trap Evasion, Perception, Reasoning)

(V9) - While the concert was still on, Blank were forced to make an effect strike as soon as possible to reverse the effects of Holou's torn costume although as it appeared, it shone on a square that would forcibly place them in check and even if we struggled Blank would lose
regardless—guaranteeing their defeat in the seventh round.

Because of this, as a compromise to win the next round, Blank used the effect strike as a way to both increase their porn collection and spark conflict between Einzig and the other Ex Machina.
After using the effect strike, Blank knowing their loss was inevitable, immediately jumped out of their chairs with their smartphone and tablet with

them as Holou's costume was immediately replaced with a new for the next song and the clothes of the twelve maid Ex Machina, including Emir Eins was torn apart along with Jibril and Steph.
Furthermore, Blank had imagined a twelve half naked illusion of the Werebeast Ino Hatsune in which was visible to everyone, each of them in front of the twelve maids forcing them to squeal in dignity (gets elaborated later on).
At the same time, Blank had 11.2 seconds to take photos not including Ino in which they succeeded as they went back to their seats in time for the eighth round.

At this point, Blank's declaration to compromise the next round starts to proceed as Emir Eins and the other maids have now lost sense of composure and priorities to launch effect strike to reverse the effects done by them and Ino's presence glaring at the maids.

Though this would only backfire from wasting their effect strike on their dignity and allow Blank to have a headstart in terms of the next round of Rhythm Chess itself which Einzig points out only for Emir Eins out of rage to decline Einzig's orders.

Essentially, Sora being observant of Emir Eins's and the other maid's despite being machines made occasional poses, emphasised their chests while wearing maid outfits that even if the Ex Machina *didn't* have a heart hypothetically it shows signs of them having shame.
In addition this is emphasised even more from the Ex Machina's devotion to The Spieler which they believe is Sora to the point they'd lock their reproductive system for the sake of having sex with only the Spieler—making Emir Eins and the others enraged when another man stares at them their naked state.

Eventually when Einzig tries to reason with them, because he was also looking at the maids, Emir Eins with unanimous approval of the other maids had temporarily stripped authority from Einzig and initiated it onto herself—kicking Einzig out of the game while Emir Eins takes over to physically handle the chess pieces (doesn't matter which unit uses the pieces performance wise they're linked to the same cluster) as she slammed the piece onto the first effect strike that shined on the eighth round—restoring their clothes and eliminating the twelve images of Ino via murder to where blood of the Ino's spilled in a brutal way showing the malice of Emir Eins. However, by using the effect strike in

desperation not only didn't improve their ground against Blank but they are now in a bad start against them in terms of chess.
As Einzig was still protesting from Emir Eins's error, she had unanimously self-destructed Einzig and left him on the floor full of static. Because all Ex Machina are linked via cluster, this act wasn't against the Ten Covenants.
(Adaptability, Tactics, Psychoanalysis, Emotional Manipulation)

(V9) - During the eighth round, Emir Eins declares using the effect strike another time in assertion.
However, it's because Emir Eins had been the only Ex Machina Sora had not seen through up to this point, he had assumed the worst possibility that the Ex Machina had a counterattack ready which they were confident in.

Emir Eins—after acting as an observer and cold reading Sora's virginity and terror of women.
Due to this, as anxiety and tension rose internally from Sora those he had suppressed it enough to where his hands and focus were still moving on the chessboard.
As Emir Eins struck the effect strike, a total of 48 animal girls appeared and formed around Sora.
As this occurred, despite looking like he's been knocked out from even Shiro, he had purposely enticed this anxiety from the sight of the animal girls so that Emir Eins—capable of reading his bodily functions could strike the precise nerves to completely turn off Sora's discomfort.

Such as abusing his current role as an idol producer to give the animal girls 'midnight lessons' implying sexual activities toward them which struck Sora the wrong way and unconsciously turned him off and resumed the game along with Shiro while focusing his attention on the board.

In other words, despite Emir Eins having the right idea, because of information Sora concealed the context of the idea was wrong.

This is due to Sora's natural enticement as a gamer to take a playing role more seriously than the real thing itself—in this case a producer. This is why Sora unconsciously was offended so much by the idea of violating his own idols as it rejects the idea of playing a well producer.

After successfully facilitating himself out of Emir Eins's animal girl trap, as soon as the next effect strike appeared he used Emir Eins's tactic against her and shifted the 48 animal girls to the front stage behind Holou with a colourful explosive smoke acting as backup dancers—making the crowd more hype than ever before which maxed out the Energy Gauge.
In addition, Emir Eins's two bad moves mainly due to her loss of composure cost her the eighth round at this point.

After doing this, Sora was able to observe Emir Eins's shock, distress and doubt in which Sora used to dig deeper into her psyche as he saw she was perplexed on why Blank used the idols as backup dancers, this is especially because doing so made Blank use another bad move when it could have been avoided after the Ex Machina's two back to back screwups.

Even still, Sora, despite initially not seeing through Emir Eins rounds ago, continues to further edge into her mind as he's aware Emir Eins is stumbled after adapting to Blank's play why they're still losing against the two siblings.

Furthermore, despite the blunder made by Sora which could have compensated for both Emir Eins's blunders, in a flash Blank shifted the momentum to their side right after Sora dug too deep into Emir Eins's psyche to cause temporary error.

As Sora says, despite playing eight rounds and over 700 moves the Ex Machina still couldn't analyse the pattern of their moves because the more they analyse Blank, the more powerful Blank themselves become.
At this point, this is where Sora points out the flaw of the Ex Machina is that they can't adapt to something that doesn't exist and after the process of this game this only further confirmed that the Ex Machina weren't the ones who killed Artosh—the concept of war.
(Adaptability, Acting Skills, Foresight, All EI [Inter + Intra], Logical Manipulation, Information Control)

(V9) - At this point, it was near the end of the eleventh round where Blank won their fifth round making it the score of 5-6.
Despite fending off against the Ex Machina's computational abilities, Blank starts to feel fatigue from the long term cognitive stress maintaining the chess game in a 10^120 possibilities setting.

This would mean they'd have to be cognitively prepared to win both of the remaining rounds to defeat the Ex Machina.

The atmosphere at the back of the stage was filled with deep concentration as the match was coming to its climax. The eleventh round was about to start soon with Blank having to win the last two rounds for victory when they felt extreme fatigue due to playing the rounds from 1 to 10 without a break against hyper computers which surpasses oracle machina in computational capabilities. (CPI, cognition)

During their recovery, Blank uses Steph as a way to fill in the intermission where the Energy Gauge stays at a constant high level.

Ex-machina utilized all its sensors to analyze Blank voice and realized that they hold great confidence despite being in such a fatigue shape.
The game was coming soon to its end with the last two songs being non stop for the climax so they commanded steph to go perform on the stage for energy Gauge as it is one imperative aspect of the game.
The ex-machina were thinking silently regarding Sora statement that they can't adapt to something which doesn't exist and Einzig response to Azril that day in the castle that they stripped artosh off his ether instead of defeating the strongest of the gods as an ether is a concept which defined the god and gave it identity which means something that could not exist. As a god of war whose essence is strength itself, being able to transcend that is theoretically impossible because they can adapt and grow stronger limitlessly but Artosh is defined as strength itself the very peak of that for which they didn't know they have achieved the feat to defeat artosh.
(Abstract Reasoning)

The very definition of strength which they can't defeat because they adapt limitlessly every time and it flew over their minds and they see that strength in Blank.
Whatever game theory would play, Sora being a spieler who defeated Artosh and being strongest were plausible. The winning condition for him is to prove that he is not spieler and was it possible for one to prove one's selfhood? Yes, they thought and the method to it existed as well which they didn't know. Just as they were about to process information to victory at time–stopping speed, Emir Eins came forward to the stage and while being connected to the cluster, her thoughts and intentions were not even known by the ex-machina themselves

(Unpredictability).

Emir eins took one of the multiple existing factors not stated in the rules — No prohibition on going to an ongoing concert stage.

Sora couldn't predict her thoughts despite being able to see through abstract and complex emotions of different beings in multiple novels but he deemed the worst and adjusted according to that. They were currently at the stage of the ongoing concert and as their agoraphobia came suddenly making them frozen and a figure appeared with a Loud thump on the stage in a beautiful white dress which caught everyone's attention and made a proposal to Sora in front of them. Sora had a video about newly couples who married and it was uploaded by video sharing site who omitted to put it private, with Emir-Eins using words described in it and fabricating a footage when they first met cutting out Shiro's part and Sora calling her 'Emir-eins' as a nickname which put Sora to doubt his memories cuz of it.
(fabrication)

Sora doubted his own memory and wondering if he said that but due to his Metacognition, he asserted that he couldn't respond with something at that magnitude despite ex-machina taking the form of women he desires from his pornography (💀) and resisted it. (Metacognition, EQM, mental fortitude)

Commanding holou to go onstage and resume the concert to keep the energy Gauge active and Einzig saw the opportunity to win through this.

The twelfth round was soon going to begin with Blank being put at a severe disadvantage after Emir-eins action driven by the love of her so as to create a perplexed situation among the masses of Elkia with their king being shown to flatter Emir-eins despite the fact that it was fabricated. The energy Gauge faltered left a brutal mark for them and Ex-machina used this to win where they saw the opportunity and provide gratitude to Emir-eins which she doesn't value much. They would run the calculation of Rayo(3image3) = Rayo(7625597484987) < Rayo(10100) times. Which they yield as a chance to win and whereby expected value fell into place for every last situational variable.
Ex-machina can't compute the amount for square space to flash but they estimated through their played rounds and analyzed it. They wanted to win the game and refute every argument for Sora not being spieler and yet they bear a feeling that they couldn't shake — what if Sora isn't spieler? They suppressed it

for the match and yet Sora seemed confidence for winning with one wrong move in the endgame being fatal 🥶

Sora and Shiro were cheering Holou and smiling from backstage while playing against 26 visual sensors who were parallel processing all turned towards Blank and Sora admired the thought of rivaling them in a game where they have severe disadvantage with Ex-machina utilizing all their abilities to surpass Blank and watching the sight of cybernetic hyper computers trying their best with Sora and Shiro still going against them reaching far beyond Ex-machina reach and defining the very concept of Strength — to fool Ex-machina into believing it.
(Deception)

Their chances of winning against Ex-machina were very slim. And making blunders would yield the same result being defeated so they intentionally committed blunders to create a paradox in which Sora stated to be revolting against them with different conditions for winning, which Ex-machina meticulously analyzed and gave the best response to its striking effect when relatively safe squares appeared.
"All they did was best respond to their own blunders, ya know? We had 'em dancing on the palms of our hands. image"
We presumed that the conditions of uncertainty were mutual. Yet, in the eighth round, the Spieler uttered meaningfully: "We're not under the same conditions."
Is this it...? Is this the true meaning of those words
Sora strategy was based upon the best response - being defensive.
(Strategy effectiveness)

Against Ex-machinas and their adaptability reach infinitely.
But this—this strategy. To manipulate that to which we adapted, that which we read, and how we would adapt...? Who would stoop to such methods? Some—but not the strong—!! Then how was it? How did they deceive us—?!
Sora saw through Einzig's thoughts at that moment. And said they would lose to Blank with sheer confidence. Sora's speech and words attracted the attention of all ex-machinas.
Sora stated their flaw to lose in the game was a misunderstanding which they thought of as their perception of them as the concept of Strength itself but Sora said that it was their ideology that weak beings like imanity stood no chance to beat them despite the many times they try to beat it. Realizing to them that the strongest is defeated by its very opposite albeit weak and they didn't overcome

Artosh with force with Artosh being gauged as the natural enemy by Riku himself not ex-machina.
Sora comprehended their flaws and misunderstanding with defeating Artosh through the game of chess Indirectly trying to beat them which was the case with Artoh as well through their demeanor and factors from the time they met Sora (Psychoanalysis, EQU, EQE, EQP, Mind reading, Charisma)

Blank won the 12th round.
Ex-machina looked up to the two of them and Sora stated that they didn't bind him with the covenants for reproduction because they don't have proof to believe that the SPEILER loved him or not. They both are one gamer and other people's definition of them wouldn't alter anything. With this sudden realization of following a ghost all for which it doesn't exist so they can't adapt to it. Now, Ex-machinas wanted to know why they should exist and the essence of existence which is depicted in the 13th round.

13th Round
Sora reveals their manipulation and hoodwinking of Ex-machina and how Ex-machina was being led by Blank the entire time—revealing that Blank being weak would never agree to conditions that would limit themselves but the Ex Machina without them knowing. Blank planned and intentionally revealed to the Ex Machina their secret for predicting their moves on the final round exactly to facilitate their will of Sora not being the Spieler at the climax of the concert—the loophole Blank used to overcome the Ex Machina's computational powers would show Sora isn't this individual possessing powers that surpass a god like the Ex Machina believed the Spieler was during the War, causing them to be perplexed on how they were able defeated Artosh as he's is the concept of strength and war itself.
Furthermore, as Sora instils his will as his own independent one saying regardless if he shared the same memories as the Spieler, inevitably Sora decides on who's him in the present in which Blank asks the final question to the Ex Machina if they did beat Artosh, they didn't they use the Covenants to bind and make Sora fall in love with them as defeating Artosh and his ether by default would deductively imply the Ex Machina should have had influence with the One True God to create rules of the Covenants after the War ends.
THIS major inconsistency separating both Sora and the Spieler rejects any logical reason to believe Sora is the Spieler cuz successfully completing both the Spieler and Concert task simultaneously.

Also for an extra note, if Blank had announced the true meaning of the Rhythm Chess anywhere in earlier than the thirteenth round, they'd drop the Ex Machina's motivation and purpose in playing the game thus no energy to power up the concert in which would jeopardise both Blank's idol role playing + the triple layered conditions needing to be fulfilled.

Now the entire game would depend on the computational prowess of 'Blank' against the hyper computers with Ex,machina analyzing their 1082 moves in the last 20 rounds.
Having been proved Sora not being spieler, ex machina halted their turns and asked Sora about what they would gain after winning when it's not Spieler.
Sora predicted this as him trapping them and their reaction to not playing after discovering Sora not being Riku.
(Prediction, Strategy, EF, Logical Manipulation, Psychoanalysis)

He stuck a piece so hard that it could broke the entire chessboard and interrupted Einzig's thoughts. And shouted at him to start giving their best shot
"Heh. Einzig smiled as if he'd given up on everything. The parallel thoughts of all units of Ex Machina forced his hand—and moved a piece according to a convention unknown to Sora and Shiro. It was a transcendentally appropriate, unreasonably perfect convention that would send the two astray to their dooms.
—Yes. Was. Until about two seconds ago. But now it was a matter for the past tense. The momentary event made Einzig scowl slightly. Sora and Shiro saw this and told him."
Sora and Shiro predicted each convention of ex-machi who were moved with incomparable precision and tracing those conventions. Ex-machina adopted each convention and were overturned after that. Sora and Shiro glared at them, conveying how tough it had been for them till now. They maintained their same style and attitude for straight twelve rounds while Ex-machina learned and adapted to it as it's their specialty. Having to fulfill the promise he made with Shiro to not lose and be champions at games for performing absurdities, they don't want to lose. (Prediction)

Sora stuff out all about the great war end and how a single priefer fall in love with him and other shared her wills by their reaction before of perceiving them not having confidence if he would reproduce with them or not along with many factors like Emir-eins actions few moments ago — reproduction enable only for spieler
(EQE, EQU, EQP, Psychoanalysis, EQM)

Telling Einzing how ex-machina helped Riku to end the Great war without any sacrifices yet them killing half a fluge (more) and including others. Ex-machina show clear signs of trembling, confusion along with agitation that they deceived Riku.
Sora and Shiro were amused by the thought that humans here were so illogical so as to create logic and ex-machina as beings who were far above the likes of oracles machine in computational to form a heart as illogical. Sora and Shiro both realized their will at the moon— the patient of waiting desperately to meet their love.
(EQU, Abstract Reasoning)

Sora laid out their thoughts and emotions in front of them.
(Mind reading, EQP, EQU)

Beings with the ability to lie to themselves and try to resemble humans to cover their heart. Sora provocation them so as to which ex-machina revealed their inner thoughts
(Emotional Manipulation, EQM)

They strip Artosh of his ether, ending the war which left nothing afterwards. Ten covenants, Ix -Seeds and spieler will. Feeling suppressed and trampled upon their will by the world. Being betrayed, deceived and dreaming thoughts like Riku affection which can be delusional for them.
(Ex-machina EQ)

The game now becomes one where one who eats the situation more will win and respond faster with each hand on putting pieces on effect strike— a specialty of EX-machina. (Despite this, they still were in draw with each other)
Sora uses Intuition to play off guesses which he didn't understand.
(Intuition)

Shiro on the other hand, were accelerating her thoughts and using computation and cognition to match Ex-machina in the game
(CPI)

No same trick would work on ex-machina (misc)
Their Unpredictability gave them an edge over Ex-machina in the game.
(Unpredictability)

Sora taunts them by stating that they are blaming external factors for their failures. They wish to acquire Speiler and end up showing their feelings to them in which they lied to themselves. They would ask Sora for his acceptance of them and deceive them like their ideal — does this represent the Ex-machina world. Which had nothing to do with logic. Having been deeply feeling remorse to know what to do- they wanted to know- the right way.
They both looked at the world where holou was singing and dancing- where a flugel fly over the sky- a multi racial audience who were smiling. If you do have meaning, you ought to find it yourself. To redeem yourself.
You have to become the way you are and become what you wanna become.
Ex-machina thought that it wasn't a bad world at all.

Conclusion:

- The Rhythm Chess was an abstract method Sora himself devised and implemented used to counter the Ex Machina after deducing their weakness while also using this as a advantage to increase the reputation of their Kingdom
- The best highlights of this game was the Psychoanalysis, EI and Reasoning as they were not only so abundant during the game but the quality in how they were linked together was both complex and too subtle that you'd be stumped on what's going on at the first read (from experience lol)

Thank you for reading

