

Composite Sora (NGNL)

No game — no life

Made by Lolking-w7e

Sora. Eighteen years old. Unemployed. Virgin. Unpopular. Unable to interact with people normally. Gambler. Wears a T-shirt and jeans that give impression that he doesn't leave the house. Unkempt black hair. No friends. Accepts applications for girlfriends. Single

Sora's younger sister, Shiro. Eleven years old. Homeless. No friends. Bullied. Suffering from anthropophobia. Gambler

All ten rules of the NGNL world:

【1】Any bloodshed, military actions, and theft are prohibited in this world.

【2】All conflicts should be resolved through games.

【3】In games, both sides must put something of equal value on line.

【4】As long as nothing contradicts the "Third Rule", game itself and bets can be anything.

【5】Party that receives challenge has right to choose game.

【6】Betting conditions set by oath must be fulfilled without question.

【7】All conflicts between groups are resolved through their elected representatives.

【8】If cheating is discovered during game, offender will be declared a loser.

【9】Above rules are binding and eternal, in name of God.

【10】It is desirable for everyone to live together and play together.

Immanity s name of a human race in I NGNL world

Elkia is name of kingdom of Immanity

Stephanie Dola is a teenage girl with red hair, whose mannerisms and clothing suggest a certain refinement. Her dress is a full-length gown with a plethora of frills, just as one would expect from a young aristocratic lady in fantasy world.

Chlammy Zell - this black-haired girl was dressed in a black veil and cloak, as if she were at a funeral

White — context
Red — Manipulation and deception
Yellow-AC and adaptation
Green — EQ and SQ
Blue — Planning and Strategy
Orange - Thinking and reasoning

Pink — FSIQ, intelligence, cognitive and sensory skills
Blue — foresight and counteraction
STATUS: 100%

Prologue

Sora dies in another video game and then he forgives Shiro (his sister) for resurrecting him. Shiro refuses, saying that she can't move two mice using her feet. Sora doesn't care.

He accuses Shiro of being treacherous: "my treacherous little sister. Even though I haven't eaten for three days, you're eating homeless food? And you're doing it in the middle of a battle." After saying this, Shiro resurrected Sora
(Logical manipulation + observation)

Sora hadn't eaten anything for three days. (Perseverance, mental fortitude, and stress tolerance)

Sora played video games for 5 days in a row. This feat puts an incredible amount of pressure on the human body: the body will exhaust all glucose reserves and begin to break down fats and muscles. This will lead to ketoacidosis, a condition where the body is poisoned by the breakdown products. Dehydration causes blood to thicken, blood pressure to drop, and the kidneys to fail. This can lead to severe damage to the prefrontal cortex and emotional distress. Microsleeps, sensory disturbances, and a high risk of psychosis can occur. There is also a possibility of thrombosis. This feat is considered lethal for humans (all AC)

Sora controls four characters simultaneously on four different screens. If controlling one character requires N units of mental processing, then four characters require not 4N, but much more due to the need for coordination. (CPI, VSI + cognitive discipline)

Shiro asked Sora the location of tablet, to which he replied, "Ninety degrees to left of this spot, under fourth package from the top of the second pile." Despite being in middle of a five-day video game marathon, he responded accurately.(VSI and WMI)

Shiro starts playing chess and gradually loses ground.

Sora says that a human is playing against her. Programs always choose best move. Their concentration is never broken, but they can only use pre-programmed tactics. Opponent has lured Shiro in by making bad moves on purpose. (Deductive and abductive reasoning. Analytical, critical, lateral and abstract thinking + knowledge application)

Tet transported Sora and Shiro to another world. A world where games decide everything

Sora fell from a great height to the ground and was mentally fine (Mental fortitude and impulse control)

Volume 1

Chapter 1

Sora checks if there is a signal in this world. He couldn't pick up a signal

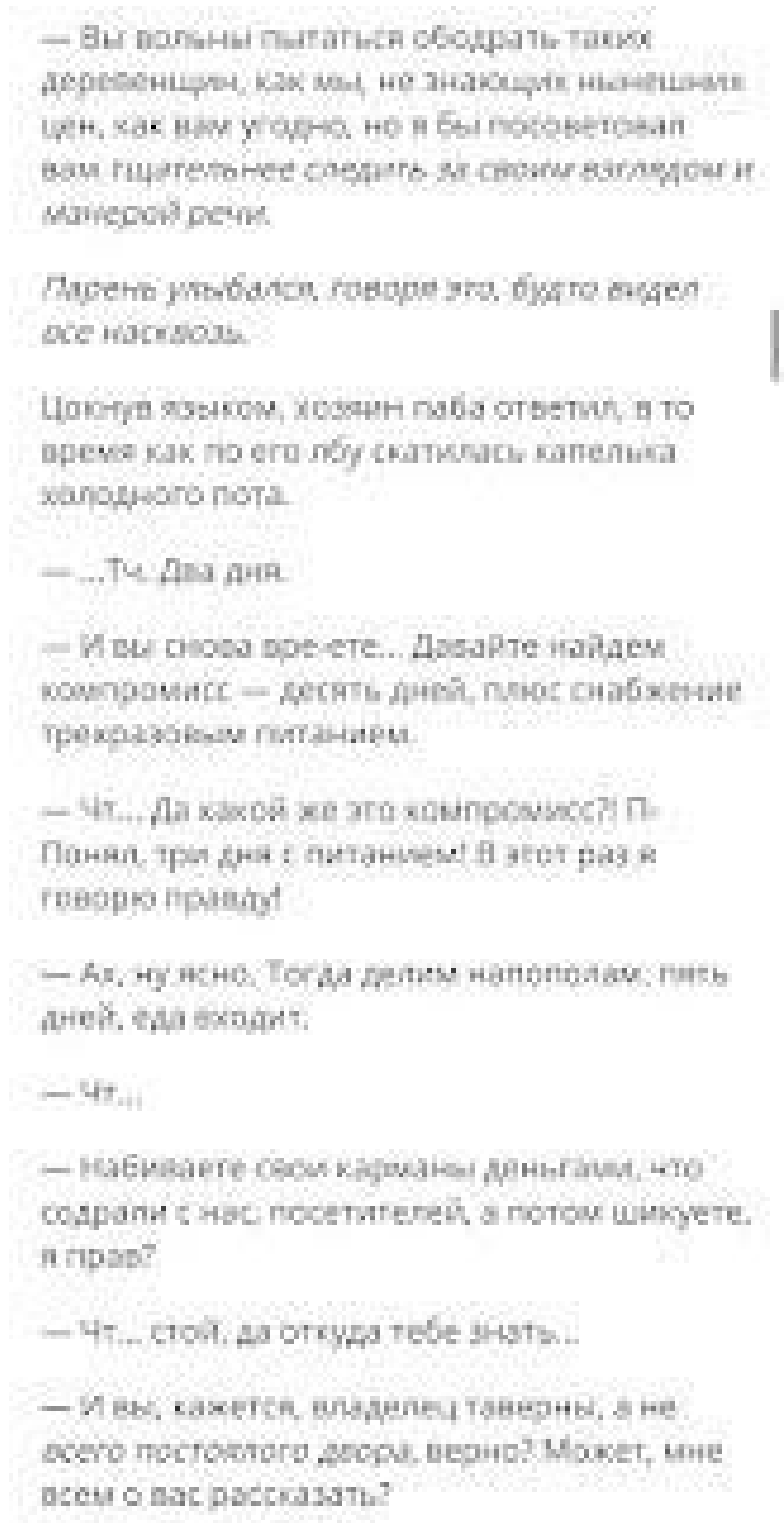
Sora approaches bar. He is asked if he is a foreigner, as there are no other countries in Immanity . Sora says that he has come from a distant village and does not fully understand situations and affairs in capital (verbal deception and concealment)

Sora and Shiro enter bar where game between Chlammy Zell and Stephanie Dola is taking place

Sora was able to defeat a man in a bar and get money from him

Sora decides to rent a room for night right in bar. The pub owner offers them one day with three meals, but Sora doesn't believe him, saying that he's trying to scam them, villagers who don't know the current prices. Pub owner offers two days, but Sora refuses again, asking for ten days. To prevent the pub owner from refusing, Sora hints that he's just bar owner, and if he tells inn owner, consequences for pub owner will not be favorable. Latter offers 5 days, but Sora refuses. They agreed on 4 days with three meals a day
For this feat, Sora used knowledge from his own world. Imagine being a pub owner in a world where games decide everything.
A person came in and played poker with another person, receiving money from them (game between them could be seen from window inside the pub) → it is highly likely that person who came in does not have any money with them
He is also wearing a robe, and he has already said that he is a country bumpkin, not knowing what is going on in the capital.
He approached the bar and offered the exact amount of money he had won, and he also requested a longer stay at the bar to confirm that he did not have any money.
Sora noticed the suspicious manner of speech and behavior of pub owner
In the world of games, economy is unstable. Sora understands that there are races in the world that can use magic, so humans will always lose to them. To confirm this, he played against an ordinary human and easily defeated them, confirming the theory that most humans have no chance against magic. The owner of the pub is a human, so he runs risk of being in a situation where he has to play for money. And since humans have even less chance against magic, they have fewer bets (including money) in the games. What if the pub owner loses everything? In order to reduce the

chances of running out of money, he decides to cheat Sora and Shiro by getting more money than necessary
Sora realizes that none of the people in bar can see magic, and neither can he. But unlike them, Sora understands that there is cheating in the confrontation between Stephanie and Chlammy, which can not be said from faces of the others-ordinary people who are the main population of Imanity do not see magic and even simple cheating associated with magic. What is all this for? The pub owner understands that he may find himself in a situation where magic will be used against him, and he will lose. In order to reduce chances of losing all his money in a possible loss, he decides to increase the amount of money by deceiving the villagers. The reason for this action on the part of the pub owner may be simple greed (All reasoning. Analytical, critical, lateral and abstract thinking. Cold reading + EU + observation + fabrication, misdirection, information control and concealment + formulation speed)



Stephanie Dola is a teenage girl with red hair, whose mannerisms and clothing suggest a certain refinement. Her dress is a full-length gown with a plethora of frills, just as one would expect from a young aristocratic lady in a fantasy world.

Chlammy Zell this black-haired girl was dressed in a black veil and cloak, as if she were at a funeral

While watching a poker match between Steph and Chlammy, where, Sora, realizing the true meaning of Steph's words (which Shiro had said) that Steph would lose, saw that Chlammy, the non-random composition of her hands, rigging whole game. However, due to his lack of initial knowledge of magic, he can't figure out exactly how she manages to cheat in this way. (Abductive reasoning + observation + EP)

After game, Sora invites Steph (Stephanie) to play an unusual game of rock-paper-scissors. The difference is that if he throws anything other than paper, it will be his loss... However, if he uses something other than paper and wins against Steph, she will also lose, resulting in a draw. Of course, if he throws anything other than paper and she throws the same thing, it will also be his loss.
To put it bluntly, Sora needs to use only paper to win this game.
Steph's goal: to find out the truth about how she lost to Chlammy
Sora's goal: to gain the right to live in Steph's property
Steph starts to think:
Rock: 2 wins to 1 loss. Scissors: 2 wins to 1 draw. Paper: 1 win to 2 draws. Steph suspects that if she uses scissors, he will choose rock
If Steph uses paper, she won't lose, but she won't win either. She needs the truth about the reason for her defeat, which means a victory. Sora also needs a victory, or he won't have a place to live (Steph knows this). They both don't want to lose or draw. Steph was about to use scissors, but she noticed Sora's cold-blooded smile, which made her believe that Sora was confident of his victory. However, Steph didn't fall for his "trick" and chose scissors instead. Sora chose the stone. Sora wins

Steph was on the verge of falling for his provocation and using the only option she could lose with—the rock. But she calmed down when she saw his expression and realized that he had no chance of winning if he didn't use the paper. Sora had thought through the entire game process before it even began, even how Steph calmed herself down in her thoughts. Sora was able to predict this because Steph had lost in the same way the day before. (acting skills, cunning, misdirection. Direct manipulation + EU + formulation speed + prediction)

During discussion of the conditions, Sora did not explicitly state his conditions, only complaining about not having a place to live. As a result, Sora was able to dictate the condition after winning under sixth rule. Sora did this because Steph would have refused to play with him if she had heard the condition before the game. (concealment + misdirection)

Anti-feat: Sora admitted that he would have preferred to have Steph as his property. Sora learns from Steph that humans cannot see or use magic.

Chapter 2

Sora and Shiro in Elkia Library

After reading books about Elkia with some help from Shiro, it only took Sora an hour to fully master the Immanity script.
For context, it should be noted that the Immanity language is described as inverted, as predicate is in the reverse position, which implies its complexity compared to the average language.
Nevertheless, this is a very impressive achievement by Sora in field of rapid learning and visually-oriented learning.
In addition, it has been confirmed that he knows a total of six languages, with the exception of the immanity language, which reflects a high level of VCI, considering that he knows all of this at age of only 18.(VCI)

Chapter 3

Before it is confirmed that Chlammy will become the next ruler of Immanity due to a lack of volunteers to play poker with her, Sora encounters her in a room filled with Immanity atives.
Before meeting Chlammy, Sora learns in the library that the rankings of the Ixseed are based on the amount of magic each race possesses. Sora asks Steph if the top-ranked race has the best magic, and she reveals that the races consist of a specific type of magic as they move up the rankings. Steph also reveals that the elves are the best race in terms of pure magical prowess. To confirm, Sora asks Steph if the elves from their world have pointed ears. He receives a positive response.
Let's analyze this moment
Let's go back to the bar. Sora realizes that Chlammy is cheating in poker against Steph.

He doesn't see any difference between Chlammy and other people, and Chlammy has admitted that she is an Immanity , which means that she belongs to the Immanity nd cannot see or use magic.
Sora doesn't understand how Chlammy is cheating. Despite his incredible gaming experience, this is the first time he's seen this situation. + Humans are the only ones who can't see magic → magic is involved in the game.
The other 15 races, excluding the beastmen, can see magic, and most can use it. Magic is not uncommon in the world.
Games are the foundation of the world → magic is used in games because it is not prohibited by the ten rules.
There is a crowd of people around, making it difficult for Sora to identify the accomplice who is helping Chlammy. He notices a hooded figure standing near the people watching the game.
Sora receives photos of the bar at the time of his arrival and compares the people there with those at Chlammy's coronation. In total, there are four people from the bar present at the coronation, including the hooded man. The hooded man was present in both locations (the bar where Sora was and during the coronation). Sora also realizes

that during the coronation, Chlammy may have offered a game, and to ensure that she did not lose, she may have asked her accomplice to come.
Sora understands that elves are the best at magic → the presence of an elf during the game is a suspicious act, considering that Chlammy's opponents didn't understand how she was winning → the elf is hiding from prying eyes.
Elves have pointed ears and fair skin → they wear a hood or hat to cover their ears. Since they are the best at magic, they don't need any rituals or special conditions. No one noticed any suspicious actions from the hooded elf, and the hooded elf didn't move in any way. Otherwise, it would have been suspicious if hooded person started doing strange things during certain actions in poker, indicating that their magic was autonomous.
Autonomous magic almost without special conditions (except for having a person in sight who is connected to magic) → best (or just good), because if such magic were commonplace, people would have more information about it.
Elves look like humans, so it's easy for them to blend in with crowd. In a bar, where everyone's attention is focused on the game, an elf might go unnoticed. Additionally, elves don't require suspicious actions to create magic, making them even harder to spot.
Let's draw a conclusion: in two photos, someone is wearing a hood. Hood covers the head → an elf, as they have fair skin and pointed ears (Sora knows this + has been confirmed by Steph that elves look like this). Elves have a good understanding and use of magic (Sora knows this from Steph). Chlammy called an elf to the coronation to be on the safe side. Elf magic requires almost no special conditions (except for having a person associated with magic in sight) Why in the line of sight? If the condition implied being close to the subject of magic (i.e. not necessarily looking at the subject, just being nearby), then the elf would not be in the line of sight of people in the bar (pub), so as not to arouse any suspicion at all (All reasoning. All thinking + observation)

The hood was pulled back, and it was indeed an elf.

Despite the calmness of Chlammy, who was publicly accused of falsifying the coronation, she denied any collusion, but Sora dismissed her claims and stated that the elf's presence at the event was unnecessary if she claimed not to be a partner. (Logical manipulation)

Sora initiated the display of the phone in the tavern. He did this before revealing Chlammy, to give the impression that he was receiving help and support from another race (mostly elves), so that they would be perceived as spies from another country. Sora took advantage of the fact that in Disboard (world. Disboard - the name of the world) there are no phones (or at least in the country of Imanity), because initially it did not have a signal. Basically, Sora exposed Chlammy's conspiracy, leaving her (and all Immanity) with no choice but to believe that they were being helped by another race with magic, and that phones were devices capable of detecting magic. Because of this, Sora has created a situation in which Chlammy will have no choice but to refuse the elf's assistance during their struggle to become the next king of Immanity, as there is a risk that Sora will discover her cheating on the

phone and disqualify her (Logical, mass and direct manipulation. Fabrication, Sophistry, concealment and information control)

Sora predicted that Chlammy would cheat in their confrontation (prediction)

Taking all this information into account, Sora disabled the tournament for becoming King of Elkia (Immanity). Since it's a tournament for everyone, other countries can easily use it for their own purposes, interfering without people noticing to create a puppet government. Additionally, Sora knows that the elves are not the only race to come up with such a strategy, regardless of whether others have implemented it or not, especially considering the history of Disboard, where a superior race sought to gain control over a weaker one. This means that by using a fake phone, Sora exploited this vulnerability to make it appear as if he was a puppet in the hands of another country (Acting skills and misdirection + deductive reasoning + cold reading)

Chapter 4

Before the game began, Sora, along with Chlammy and the rest of her group, went to the room where a chessboard was set up on the table. However, unlike regular chess, the black and white pieces could move at the player's will, and upon command, they would move automatically. In short, if you said "Knight a5," the knight would move in that direction, disregarding the rules of chess. This was the game that Chlammy had personally prepared for in their quest to become the next queen of Elkia.

Chlammy-Black Pieces
Sora/Shiro-White Figures

Since Chlammy had only briefly explained the rules of this unique chess game, and Sora had blamed her, claiming that only she had experience playing this type of chess, he easily persuaded Chlammy to switch moves with Shiro during the game, in order to play together and keep their problems under control (logical and direct manipulation)

In fact, Sora specifically chose Shiro as the first player in order to prepare for potential loopholes in the game that Chlammy had prepared in advance. This would be an effective experiment for Sora, given Shiro's chess abilities. In other words, if something goes wrong, Sora will understand that it is due to the unique chess game (formulation speed and Planning Coverage)

At the beginning of the chess game, Chlammy moves his pawn three squares forward, which is unusual for regular chess. Later, Chlammy explains that the presence of will in the pieces is related to the player's charisma, leadership skills, and authority. The game reflects his qualities as a ruler.

After discovering this rule, Sora realized that the key to game was that pieces had will, so he figured it out and introduced a rule that if a piece didn't have enough charisma, it wouldn't move.
Sora realized that Shiro's pure analytical abilities would not allow her to win, since figures are "alive", having their own consciousness. That is, kill (pick up pieces of the opposite color) they won't. (Inductive reasoning)

Given that figures had a will, Sora was aware of the thoughts of the soldiers, who were usually not willing to sacrifice themselves for just anyone, especially if they lacked a command structure and morale (EU)

After learning true nature of chess game, he forced Shiro to switch places, as Shiro was on the verge of defeat due to immobility of her pieces

Sora switches places with Shiro. Instead of a normal game of chess, he uses a "real war simulation" in which the chess pieces are represented as soldiers to act as the king of his chess pieces, shouting out real commands like a real king and delivering speeches related to valor, family, and for the sake of Elkia, to influence emotions and will of his chess pieces. (Leadership, charisma, social Awareness, social Integration, social Cognition and social Engineering + EU + mass and direct manipulation)

In addition, he uses Shiro's tears, shed due to her mistake during the move, and makes the chess pieces feel guilty for disobeying Shiro's orders, while Sora portrays himself as a king, unyielding and seemingly in a desperate situation (mass, emotional and indirect manipulation + EM)

In this way, Sora gained control over the chess pieces and ordered them to strike, defining the initiative. Since this is a simulation of a real war, Sora understands that no sane soldier would wait for the enemy to make a move before attacking. Given the nature of the chess game, Sora predicted that he would be able to attack again without waiting for Chlammy move, in which the pieces would continue to obey his commands.(Prediction. Abductive reasoning. Mass manipulation)

Chlammy begins to forcibly control his figures with the help of an elf outside coronation building. From a distance of 7-8 meters, Sora notices microcracks on the figures (observation)

Chlammy responds by ordering his chess pieces to create a wall to counter Sora's offensive initiative.
Sora takes advantage of this barrier and instantly uses Chlammy's tactics to defame her, pushing back queen sitting in rear and forcing her soldiers on the open front to fight for her instead of leading the offensive(building strategy, Strategy Execution, strategy efficiency)

Sora once again increases morale of the pieces, causing them to attack one last time. As a result of this attack, Chlammy's pieces change color. When Chlammy's pieces strike Sora's pieces, the latter's color changes to purple, causing them to join Chlammy's side. Sora, witnessing this, grandly tells her pieces that they have never

forgotten their comrades. Their king, for whom their fallen comrades gave their lives. There is a scene in which the chess king is crying while looking at his pieces. As a result of these actions, the purple pieces (formerly white) have begun to regain their white color. Chlammy, seeing this, begins to forcefully hold the pieces, causing them to fall apart. This is what Sora was aiming for when he noticed a slight magical crackling on the pieces after using magic. He realized that they would break if he repeated the magic but with greater force
(Leadership, Influence building, social awareness, social integration, social cognition and social engineering, charisma and social skills + Mass, direct and emotional manipulation. Acting skills + EU and EF + formulation speed and preparation process + observation)

Sora defeated Chlammy and became the king of Elkia.

Sora learns that the country must appoint a chosen representative who will have full control over the nation. He is told that two people cannot hold this position, as it refers to a representative (one person).

Sora read out the seventh rule: conflicts between groups are resolved by their elected representatives. The rule meant that conflicts between groups—in other words, countries and races—are resolved between the representatives. Sora said that the rule did not say that there should be only one representative. (observation)

Sora went to main square in front of the people of Immanity, dressed in clothes inappropriate for a king, deliberately creating an image of himself as a "stupid man." Sora used his speech to make the people believe in him:
"My dear citizens... no, my comrades and fellow Immanity! We, the Immanity... have continued to lose in this world without war since the creation of the Ten Rules, and now only the last capital of our last state is in our hands. But why is that?! Is it because the previous king messed up? Is it because we are the sixteenth-ranked race? Is it because we cannot use magic? Is it because we are the most insignificant race? Because our fate is to be defeated without the power to do anything?! No! During the great war between the Old Deuses in the past, gods, demons, elves, beastmen, and many other races fought against each other, and among all of this, we fought and survived! The countries of Immanity once even covered the entire continent, so why?! Because we are a race prone to cruelty?! Because our race specializes in battles?! We can't use different magic like the Elves, we don't have huge physical abilities like the Beastmen, we can't exist for as long as the Flugs... and we're the only ones capable of ruling the continent because we specialize in combat? Absolutely not!!! The reason we fought and survived is because we're weak! In any era, in any world, the strong sharpen their fangs, and the weak hone their wisdom! Why are we now cornered? Simply because the strong have lost their fangs and learned to hone their wisdom! Areas where we, the weak, should be the only experts! Invention, tactics, strategy, and the ability to survive! This is because the strong have now mastered these skills! Our weapons were stolen by the strong, and now we face them with the same weapons in our hands — this is the cause of our catastrophic situation! Please, tell me. Why have you lowered your heads? Let me repeat. We are weak. Yes, even now, just as we were once in the past... Yes, nothing has changed at

all! Strong may imitate us, weak, but they will never fully master our weapons! Because the true nature of our weapons is the cowardice born of weakness! Thanks to our cowardice, we have improved our eyes, ears, and way of thinking, and we have learned to survive! This is what makes us human! We humans cannot use magic. We cannot even detect or recognize it. But thanks to our cowardice, we have the wisdom to bypass magic and see through it! We do not have supernatural senses. But because of our cowardice, we have the wisdom of learning and experience, even the ability to predict the future! I will say it a third time! We are weak! In any world, we are the only ones who tear the throats of those who rest on the laurels of their strength. We are proud weaklings! My sister and I now declare our inauguration as the 205th King and Queen of Elkia. The two of us declare that we will live as the weak, fight as the weak, and slice the strong as the weak! As it was once. And as it will be now, from this moment on! Realize this! We are the weakest race! History always repeats itself—there is no one else who can consume the arrogant strong! Be proud! We are Immanity . We are those who possess the least! Because we were born with nothing, we can become everything. This is what it means to be the weakest race! Let's go, let the game begin! We've already suffered a lot. We've been humiliated too much. We've gone through enough hardships that have brought us to tears... You've had enough, haven't you? You've been waiting for a long time, my comrades and fellow Immanity. At this very moment! Our nation of Elkia... declares war on all countries in the world! Let's give the signal for the counterattack! We're going to take back our territory!"
(Leadership, Influence building, social awareness, social integration, social cognition and social engineering, charisma and social skills + mass manipulation + acting skills and fabrication)

After this speech, the entire nation seemed to shake the heavens, and an indescribable roar went up from the people.

With these words, Sora pointedly declared war on the entire world. The phone that Sora took out earlier and defeating Chlammy who used magic. All of this created the conclusion that Sora and Shiro are spies of another state, aided by hidden magic. In short, the entire public thinks that the king of Elkia is a puppet of an unknown state, and since Sora declared war on the entire world, that unknown country also declared it, but through Sora. Declaring war on the world just after becoming the king of the weakest race is absurd, considering Sora's brilliant actions. It seems that Sora is just a puppet, and since Sora has a phone, it becomes even more obvious. Now all countries will suspect each other, losing trust in neighboring countries and becoming less serious towards Imanity,since they are now just puppets in their eyes
(misinformation, acting skills, fabrication, and information control. Mass and indirect manipulation + Influence Building and social awareness + EU + STP, planning coverage and formulation speed)

Sora decides to attract Avant Heim using her tablet, which contains 40,000 books from Sora's home world, as Avant Heim collects knowledge from around the world.(inductive reasoning)

Epilogue

Sora invited the ministers to his place and offered to play rock-paper-scissors. If Sora wins, the ministers will not falsify the reports. Since Sora is the king, he ordered them to lose on purpose (formulation speed and planning coverage. Knowledge application + inductive reasoning)

Sora sees a problem with food for the people. He solves it: For agriculture, he will introduce crop rotation farming. He will treat all cultivated land as one and decide to farm using the following order: winter grains like wheat → root crops like turnips and sugar beets → summer crops like barley and rye → green pastures with clover, which have the ability to restore soil quality. This will reduce the amount of grain produced, but increase the planting of root crops and legumes. By introducing the cultivation of turnips in particular, the problem of a lack of food for animals will be solved, and it will be possible to increase the number of livestock in the winter. By restoring the quality of the soil with compost from livestock and green pastures, Sora will also be able to get rid of the neighboring unused land. Additionally, the collection of labor for this new form of agriculture and the consolidation of the scattered lands where it will be carried out into a separate designated area will be important steps in the process. As a result, there will be unemployed families from the lower and middle classes, but food production will increase fourfold. I made it a top priority. Sora issued government bonds and forced the banks to buy them. However, he left this issue to the Minister of Finance. Next, he decided to address the unemployment that the new policy would create. (Leadership and Resource Management. Knowledge application)