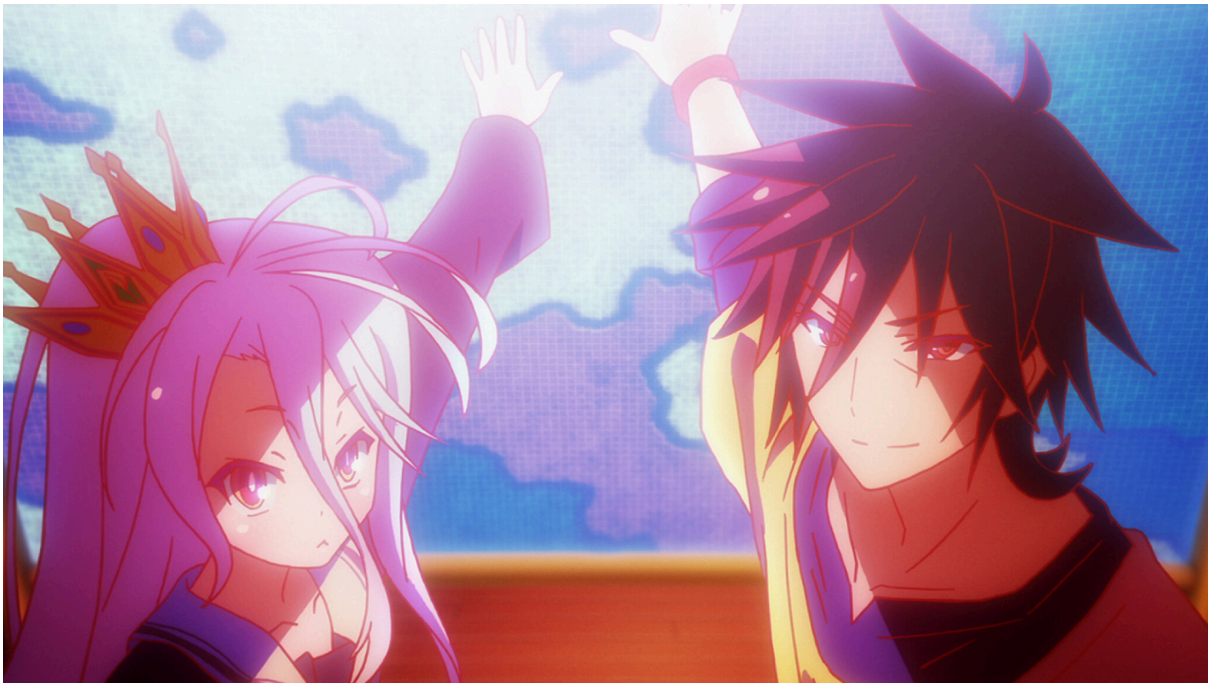
Sora’s Rule 10 Plan



This is Sora’s plan that he has which is aimed to achieve the goal he has to this world. This explains Sora’s political prowess, and his ability to weave together games to maximize his gains to his overarching goal. His design and goals for each game is more clear and buffs Sora’s ability to think far ahead.

Analysis

Sora after getting transferred to the world of disboard formulates his rule 10 plan. This plan was his overarching plan to take over the world of disboard to achieve this world's ultimate purpose. Sora in his previous life on earth was never satisfied with society. He knew in society winning constantly was frowned upon as no-one wanted to be the odd one out, and winning forever was simply not a viable way to live. Sora also saw that the society he lived in would never come to accept his sister Shiro’s talents as she had insane intellect but lacked social skills and composure to actually do something. Sora had despised life on earth as a shitty game with no real win condition or progression.

After being sent to the world of disboard by Tet, because they beat Tet in chess, Sora finds a new world that fits him best.
In this world all gains and losses are decided through games, so Sora can now win every time in games and progress off of it and not be frowned by others. This game also has a clear end goal which is to challenge the one true god tet.
In this world there are 16 races that are officially a part of this world. (Old Deus, Phantasma, Elemental, Dragonia, Gigant, Flugel, Elf, Dwarf, Fairy, Ex-machina, Demonia, Dhampir, Numania, Warbeast, Siren, Immanity). Sora and all other humans are classified as Immanity and they are the only race that does not have any abilities that make them stand out between the other races. They are also the only race devoid of all magic, meaning nothing in their power will allow them to see through magical powers.

Sora through all this adversity still decides to challenge Tet again. He knows Tet brought him to his world as Tet is a gamer like him and can't end on a loss. This is why Sora knows Tet will be waiting for him to challenge him to a game again and Sora decides to bring the challenge to him as challenging a god through games is something Sora always wanted to do.

Sora learns that each race in this world has a race piece that the representative of the race owns and by betting it, you are wagering your entire race's rights.

Sora also learns about the 10 covenants of this world, which are :

1. ***All murder, war, and robbery are forbidden in this world.***
2. ***All conflict in this world will be resolved through games.***
3. ***In games, each player will bet something that they agree is of equal value.***
4. ***As long as it doesn't violate pledge three, anything may be bet, and any game may be played.***
5. ***The challenged party has the right to decide the rules of the game.***
6. ***Any bets made in accordance with the pledges must be upheld.***
7. ***Conflicts between groups will be conducted by designated representatives with absolute authority.***
8. ***Being caught cheating during a game is grounds for an instant loss.***
9. ***In the name of god, the previous rules may never be changed.***
10. ***Let's all have fun and play together!***

In this world there are giant chess pieces scattered all around the world, Sora later learns that the race pieces are also shaped like chess pieces and there are a total of 16 races, the same as the number of chess pieces on one side of the board. Sora assumes gathering chess pieces and challenging Tet to chess is the objective of this world. Sora assumes race pieces can not be taken, and cooperation between races are the way to gather race pieces through rule 10.

Aside from rules 1-9 Sora finds rule 10 to be peculiar, at first glance it does not seem like a rule meant to be kept in this world but Sora understands the deeper implication of this rule. Sora from the rule sets of this game understands that the 10 covenants were made so no more kills or conflicts happen, and everything can be achieved through rational confrontation. Rule 10 affirms this as it states to "have fun". The overall objective of this world is to gather race pieces, so they have a full set of pieces on one side of the chess board. Tet has the other side of the chess board pieces and most people assume they are going to play chess with Tet after gathering those pieces. But it contradicted the purpose posed by these rules which were to resolve conflict with no casualties or violence and to have fun. Sora realized this rule 10 likely implied that the only way to challenge Tet was for all the races to cooperate, each using their respective race pieces to play the final game with Tet.

For this goal Sora needs all the races to cooperate with him without taking their race piece once. Now all the other races are of the assumption that gathering race pieces is the goal not cooperation so when Sora wants to play inter-racial games he is often forced to bet his race piece which he can not afford to lose.

Sora also sets one rule for himself, this world is one where it is possible to clear with no deaths caused, so Sora has a strict no killing policy, he does not want to burden the guilt or stain this peaceful world with chaos.

This no-kill law also coupled with benefits for himself as well to his plan, as if Sora just took over other nations by getting leverage over them, it would be an invasion not a cooperation. Sora through his inter-race games made sure to “cooperate with benefits of both nations protected” and “no one dying” to insure mutual trust.

Sora also can not let any other race go extinct as that will mean his entire plan is screwed.

Becoming King

Sora aims to first become the leader of the human race Immanity as Sora is categorized as Immanity in this world and he needs to start with the easiest opponent as he is in a pretty blind state not knowing much about this world. Sora hears that there is a tournament going on in the human country, allowing for the winner of the gaming tournament to become leader of the human race.

Sora, first coming to a camp of humans, encounters Steph to which he uses his cunningness to outsmart her in rock, paper scissors, and demands her to be charmed by him. Steph does fall in love with him initially but because being charmed in a temporary emotion and not permanent but Steh seeing the way Sora outmaneuver others in games starts to follow and support Sora unconditionally as she sees hope in him.

Sora proceeds to beat the tournament through the Kings Game gaining control over the human race and gains two acquaintances, Fiel and Chlammy.

Once Sora becomes King of Immanity, he declares a speech upon the people of Immanity to create hope and union within the country, necessary as Sora from this point plans to take a lot of risks by betting resources of his country while also planning to merge many nations and create many alliances between Elchea (the country of humans) and other countries. The speech involves declaring humans as weaklings, but to encourage them to be proud of it, the weak has always resorted to cunningness to gain their ways while the strong resorted to brute force, but because the strong lost their ability to exert force did humans be pushed to the edge. Sora says that only the weak will truly be able to appreciate the ability to deceive and outsmart, and that he will righteously as the weak defeat all other races. This allows the people of his country to have hope in the future and be proud of their powerlessness, allowing a newcomer like him to be accepted as the new king.

Sora wants to declare war on multiple races so internal political conflict is the least on his priority list. Sora first tells all his ministers to leave or to play a game where “Sora bets nothing and the ministers bet their ability to lie to Sora about information they need to convey to him as King” and by forcing them to lose, Sora can 100% trust the minister's words. He implements modern farming techniques while managing the excess labor in an efficient manner, quickly organizing the politics of Elchea.

Sora after facing off against races like elves realizes he needs much more information on the other races to actually have a chance against them, he learns from Steph that humanity’s largest library was betted away to a Flugel called Jibril and now Sora aims to get it back.

He goes to that Library to get challenged by Jibril in Word connector. He wins and gains back the library and gains Jibril as an ally. Jibril has near infinite knowledge of this world and with her

cooperation Sora gets a general understanding of the other races and the context of this world as well as an ally throughout his journey.

Forming the Elchea federation

His next objective is the warbeasts as they are the race that is close to his country Elchea in geography and he has the most information on due to the previous king's help, Sora deduces their entire methodology to go declare war on the warbeasts. After betting his race piece he manipulates Chlammy and Fiel to come to him, challenging them to a game of existence othello. This game allowed for Sora to not only gain cooperation from Fiel and Chlammy but allowed for Sora to share memories with Chlammy. Sora gains cooperation from the two, so he can leverage the elves' powers to spectate over his next game with the warbeasts to prevent them from obvious cheating. With the negotiation and cooperation from Fiel, Sora plays a game with the warbeasts in a game of Love or Loved, to which he wins and gains all resources on the main islands of the warbeasts.

Later once he takes a majority of the resources from the warbeasts negotiates with the warbeasts. He intentionally created a loophole where the warbeasts can secretly move all their technologies from the main island to avoid having their technology be waged in the previous game, Sora uses that as an excuse to offer a cooperation between the two races, warbeasts and humans to form the Elchea Federation. Sora intentionally allowed for a situation where he gains all the resources but can't use it without help from the warbeasts so he can create an alliance with equal footing, forming trust and officially gaining friendship and trust from the head of the warbeasts (Miko, Ino and Izuna).

Sora also makes sure to maintain his idea about gathering race pieces through cooperation and not by taking it a secret. He only tells this idea to those who he needs to convince of cooperation and those he trusts as if other races realize Sora and Shiro aim to unite the races without extinction, they might exploit it to corner Sora.

Side quest, Side plot

Sora after unifying the races was aware of the problem of splitting resource rights. The two nations, the warbeasts and Immanity have just merged and allowed for free business, all business of Immanity will go out of service due to the overwhelmingly developed technology from the warbeasts. Sora realizes to maintain the balance between economies of the warbeasts and Immanity, they will have to do it through controlled distribution of resource rights. Sora knowing Steph has developed enough skills as a gamer as she has challenged Sora multiple times and Sora taught her a lot of tricks, assigns her to manage the resource allocations while making anyone who disagree concede through games.

Meanwhile Sora is in the nation of warbeasts, negotiating and gaming with Miko to make a few demands regarding the tax rates. Sora was aware that Miko knows far more than Sora regarding how the industries in the warbeast nations are managed so Sora asked Miko to make a list of tax rates for different resources considering equal benefit for both nations. By making this demand happen through games Sora forced Miko to make the list fair as he intentionally included the detail "considering the benefit of both nations" to the demand.

Sora by intentionally leaving his makes it obvious to any competent strategist that current Elchea has some sort of trap and attacking Elchea right now may not be a wise option. By intentionally doing this

Steph who is decently competent at games can counterattack any incompetent strategists with games while competent ones will not attack due to fearing a trap.

Sora after this time goes on a side quest with the Flugels and Dhampir. While Sora was chilling in his room he suddenly gets an unknown visitor. A Dhampir called Plum asks for Sora's help and Sora realizing the dhampir and Seiren are on the verge of extinction decides to help out. Sora wakes Laila up while countering Plum's strategy. During his counter he also befriends the leader of the flugels with a game So in the future Sora will have access to the flugel race piece. With the two games he befriends one of the Dhampir Plum and gets leverage over both the nation of the Dhampir and Seiren, the queen of Seiren also falls in love with him.

While that is happening Sora's sub-plan his elve plot is occurring over at the country of elves, Elven gard. Sora before in existence Othello has shared memories with Chlammy and during that time he had already planned a few key details in his mind which allowed him to manipulate Chlammy indirectly.

Sora shared memories of "his idea that humans can outsmart higher races", "his understanding of strategy and deception", "His understanding of the warbeasts game"and his "plan to outsmart an old deus". First his confidence that he can beat any superior race with his mind has translated over to Chlammy as he shared memories. This convinced Chlammy to also start her own plot to gather influence and take over this world even if she is only a mere human. The methods Sora use are often highly deceptive and politically corrupt, Chlammy after adopting his methodology ruthlessly corrupt and extort the powerful elves of the country to conspire against each other. Sora also at the time when he did existance Othello with Chlammy had already fully deduced and confirmed his theory about the contents of the warbeasts games. Later when his Elchea nation merged with the warbeasts nation of the eastern alliance, the merged nations gained the secret game from the warbeasts as their secret weapon. But because the contents of the warbeasts game is a key secret that must be kept in order to maintain the games integrity it also created a weakness in the two nations alliance, that "both nations don't want the knowledge of the content of the game leaked". Now Chlammy after receiving the content of the game through Sora's memory now has leverage against their nation. The content of the game is a history of the warbeasts countries' treacherous acts, and their trump card, leakage will mean worsening political climate and nerfs to their nations power.

Tying loose threads

Sora before the game of existence othello was aware that Miko likely had an Old deus backing her up, which explains why she is called Miko (a role in a shrine, similar to a priest). From this Sora also planned to challenge the Old deus sometime after he manages to unify the warbeasts with humans. Chlammy, aware of this, wanted to attack the nation Sora will eventually unify at the same time when Sora will challenge the Old deus. This was all manipulated by Sora so Chlammy and Fiel will naturally create internal conflict within the elves, Sora also by creating an obvious time of weakness to Chlammy, managed to anticipate Chlammys timing for attack perfectly. Sora during the Holou Sugoroku game managed to fully neutralize Chlammy and Fiel's attack with one move.

Sora gathers all the players necessary and then asks Miko to manifest the Old deus's physical essence. Now during the time Sora challenges Holou (Old deus) to a game of Sugoroku, wins it and claims cooperation with Holou while setting her up as the representatives of all Old deuses and if anyone disagrees Sora can play a game with them. Also by convincing Old deus to try living again, while

Sora gives back Old deus's power to her, Sora has successfully gotten Old deus out of her parasitic relationship with Miko. This allowed for Miko to gain full right to bet her warbeast race piece anytime she wanted because before her ownership was shared with Old deus.

This allowed for Miko to gain full right over her race piece, gained Sora an ally Holou, and weakened the elves and got Chlammy and Fiel on his side permanently.

The break and poison scheme

Sora knows that trying to unify all the races is a nigh-impossible task, forcing him to take risks. Sora was aware that if he tried to unify all races through beating them and negotiating them through games, the other races realizing Sora and Shiro's threat will team up and corner them. That is why Sora throughout this plan made sure to not unify the other races he has not yet befriended. Sora first lets his enemies underestimate him by the fact that Sora is just a human, then he sneaks attacks, then lets the enemies wary of him, he beats an Old deus at about the time when the other races starts to recognize Sora as a threat so they become illusioned. Sora planned to make use of this time where the other races are illusioned by Sora's true nature where he makes a game changing move to conquer multiple races and force the remaining race to be a minority so Sora can overpower them regardless of their cooperation. Sora in this step starts his game changing move.

Right after his game with the Old deus Sora starts a Idol business with Holou. This is because for one Sora can't really make any moves right now, his country right now is facing heavy internal affairs as the merger and cooperation made between other races are creating disputes among large business organizations. Sora also knows he won't be challenged by any other races any time soon as Sora and Shiro from other countries are viewed as mysterious gamers that beat the likes of the "unbeatable warbeasts game", "conquers the dhampir and seiren", "internally dispute the elves" and "defeat the strongest being, Old deus in a game". Other nations from Sora's feat of destroying the elves' country from the inside will be on the lookout for any suspicious activity. While doing that they would also be hesitant to attack Sora and Shiro as they likely have a "secret method to winning every game" which is the most rational conclusion for how humans beat a god when in reality all Sora and Shiro did was exploit their circumstances as hell. Now other nations won't attack Sora so he's free to do whatever and meanwhile, other nations will try to probe one of the countries of his alliance but the warbeasts games are still not adapted by the other races so he can leave it to them.

Before Sora officially sets up the closed sign on his castle he counters every single business organization leader to a game and makes them follow a contract.

With this empty time Sora aims to grow Holou as an Idol, aside from the fact that he wanted to, Sora knows with so many races merging he needs a charismatic figure to control his nation, which he will use Holou for. He plans to do a live show but all major Idol production studios do not want to cooperate with Sora and Shiro's Idol production looking down on them as newcomers. Sora, while facing the challenge of no stage sets due to his competitors lack of cooperation, also faces another issue. The ex-machina comes to call Sora, Sora anticipating no attacks finds this weird but starts a conversation, the ex-machina did not challenge Sora in any diplomatic way but in a romantic fashion where Sora was asked to reproduce with him. Apparently Sora is the only person they are willing to reproduce with and because of that they are on the verge of extinction. Sora challenges the ex-machina to a game of chess and with some hiccups on the way wins. While playing this game Sora

also made the Holou live show a success and convinced the ex-machina to be his ally while making them reproduce on their own.

During his idle period Sora has told his people domestic affairs will be taking a few days off. This aimed to provoke the people of his nation to speed up the inevitable coup.

Sora had a break for the last couple of weeks as he knew his kingdom will fall, and he can capitalize off of the fall that is inevitable. Sora predicted that organizations like the commerce associations will not be happy with his way of ruling. Sora's current method of cooperating with other races such as the warbeast allowed for fair trade across his nation and no one was at a loss. But it also meant certain groups like traders felt dissatisfaction towards his policies. The warbeasts have high demand for natural resources while Immanity is their main provider, traders see business opportunity although their attempts of profit and expansion was suppressed by Sora's policies.

Sora both sees this as a threat and an opportunity. Sora knows that if he can show his nation as dysfunctional to other nations, the other nations will come to search his nation for the "secret winning method" Sora predicts the other nations will view Sora's trick to be, as it is the best explanation for his absurd win rate in this world. Sora predicted the commerce association will take their entire business operations hostage and force Sora to play an impossible to win game to take control over the nation. Sora assumes once he gives up the throne the commerce association will turn the federation of Elchea into a monarchy to constitutional monarchy as that is often how people justify coups.

Sora aims to plant poison in Elchea so every conspiring nation that challenges Elchea will get countered. Sora planned this out after rhythm chess as he printed a lot of custom goods about Holou to the public, showing the public the nation's new found printing technology. This pathed the way for the nation to transition to paper currency in the form of convertible bank notes.

Sora right before rhythm chess prepared for this situation by first the people of the commerce association sign a deal with the pledges to "confess every information they will learn from other nations to Sora and Shiro at a specific time and only stop once they hear a certain word" and Sora set that certain word to something only he will know. He also made the commerce association people "convey their progress and information they have gathered in the paper currency but in a certain encryption", and made Shiro create an encryption pattern only she can decode. Then he forced everyone to forget about what Sora made them agree to and Sora fabricated another totally unrelated document so commerce officials could be convinced that they wagered something else. Sora also by making multiple commerce associations people all lose a gamble to Sora made them desperate enough to team up, so Sora can actually step off the throne in a convincing manner.

Once Sora gets kicked away from his nation he positions himself in the middle of a trade route as he predicted that once the commerce association takes over, they will allow for more trade creating more demand in the area he chose. He sells fraudulent medicine to others to aim to gather as much paper currency as possible so he can get a read on what is happening in his nation as his poison runs.

The actual poison Sora planned was to get the other nations involved. Sora predicted that the other races once seeing Sora and Shiro lose will realize the "secret winning method" that they believe Sora and Shiro used were not a part of them but something external as Blank could not use it against the commerce association. This leads multiple nations to turn the members of the commerce association into their spies. Sora knows that once nations send in spies the nations themselves are aware that other

nations may do the same. Sora also predicted that because his fabricated “secret method” is so potent that nations will even wager their own nations secrets to get more insights to find Sora and Shiro's supposed secret method. This made Elchea federation a massive spying conflict where nations bet key information about their own secrets to negotiate with other spies to gain insights to a secret method that does not exist.

Once Sora solves the issues with the dwarfs where they nearly figured out his scheme and threatened Sora to make the dwarfs not victim to the poison using Sora’s past, Sora plays a game with them and indirectly makes the dwarfs their ally while keeping the dwarfs out of the conflict. As he returns to his nation at about the time when he set the time limit of the contract to find that all of the commerce association people are leaking critical information about a bunch of different races classified information.

Sora made it so the spies leak information slowly so he can threaten other races “if you want the spies to stop talking you are going to have to play a game with us” and because Sora has the leverage here he can make a game that advantages himself, also by making the spies slowly read out information he can give the other races time pressure. If the other races had all their intel leaked it was possible that they would be forced into diplomatic checkmate to the point where their race would be enslaved or destroyed, which allowed for Sora, who only wants mutual cooperation to offer a deal.

This whole strategy is detailed more in the poison section of the doc.

Failure and Reigniting partnerships

Sora’s strategy gets countered mid-way, as the leader of the elves, Auri=El had perfectly countered Blanks’s methods. Once Sora lost his throne and got thrown away, the entire land of Elchea got swallowed by the Fairies magic, as they specialize in creating and expanding a magical space that they have full control over. Elven Guard who has a large number of enslaved fairies completely enveloped Elchea and monopolizes the information the spies are spitting out and blocks Sora and Shiro’s access to it. This was only possible if the kings of Elchea agreed to it as they have the rights over Elchea, but for this the person orchestrating this plan had to plan way before Sora and Shiro even conceived of the poison scheme. Auri=El had made the commerce association their ally before Sora did so once the poison activated they could tell the commerce association people who are currently the authorized representative of Immanity to allow this swallow by the fairies.

Sora once he returns to his throne, after a few days his entire nation gets enveloped by the fairies. Sora with Jibril and Emir Einz on his side tries to assess the situation. Emir Eins calculates that to do such a massive envelopment nearly half a million fairies were required, which allows Sora to speculate that Elven guard who has a large amount of fairies under it as slaves to be involved. Sora is currently trapped inside a barrier he can not escape and assumes at this very moment the elves are working on enslaving or even going as far to extinction a few races. From the partial information Sora gathered from the currency letters, Sora knows demonia and lunamana have critical information leaked of them and is in prime condition for the elves to exploit. Elves are unaware of Sora’s hypothesis that all races need to stay alive to challenge Tet and thus there is a likely chance that the two races can go extinct.

Sora basically considers his game checkmate but a dragonia, comes in and says that they want no races to go extinct, and although Sora was doing good he fucked up this time but offered to help. The

Dragonia offered a deal, if Sora was willing to give up all the information he got from his poison strategy and give the password to stop the confession of the spies, the Dragonia is willing to help orchestrate an escape option for Sora. The Dragonia has called a fairy Foeniculum, who had the goal of finding romantic escapade between multiple races to have a game with Sora and Shiro under the condition that the two has to figure out the nature of the games without memories and aims to gather enough support from other fairies that are not under the control of the elves so they can overwrite the spacial takeover of the elves.
With this Sora starts the Fairies love game with the aim to gather 5 Billion soul points by streaming the love escapade to other fairies via their internet like network to force donations out and gather enough points to clutch Sora and Shiro out of their situation. Sora and Shiro along with Steph, Jibril and Emir Eins successfully clear the game with the required 5 billion points, allowing for the fairies on his side to re-take over Elchea from the control of the elves.

Now Sora is aware of the current political landscape, the previous commerce association people led Elchea republic split off of the Elchea federation Sora was forming to join the elves. The majority of the Elchea population is on the republic side and not on Sora's. Even though the republic was formed by a bunch of spies, Sora himself still has allegations of being another nation's spy as he won the king's game against a magic user and his background is largely unknown. This suspicion towards both sides made it so people trust neither side.

Also races like dragonia, fairies, demonias, lunamanas, gigants and several phantasmas have also joined the elf side. This was only possible as before the mysterious winning methods of blank could have belonged to any race that was supposedly backing Blank up and thus the other races were wary of each other especially because all the way back when Sora became king he declared war on all races showing his will to conquer. This implied a secret backup race for Sora that aimed to conquer other races although that never existed. Now that Sora did his poison scheme and failed the races who had their information revealed is clear for being the back up to Sora and thus opened a possibility for those races to cooperate with each other. With the majority of races and a lot of the resources taken, multiple allies of Sora had a chance to betray over to protect their races benefits as Sora never bonded his allies with hostages, only a mutual trust relation. This new super power is waging war against Sora's nation and his allies.

Sora to clarify his stance and to prevent losing more allies opens a meeting with his friends / associates. Miko considers shifting sides to the new super power with the elves as the majority of the resources had been taken by the elves, Miko says Sora's plan to take over the world as humans was like changing the rotation of a planet, a near impossible dream that creates lots of friction. Sora predicted this will be the main concern which is why he also sent a message to the dwarfs which he previously allied with. The dwarfs had a bunch of excess precious metals they did not need and were willing to provide it to the warbeasts which gave Miko a bigger resource incentive to be on Sora's side.

Finally Sora answers the doubt Miko had, Sora responds with "it was never a dream just a fact that is needed to be achieved" and says "we don't have to rotate the planet left to change its rotation, we just have to convince every last being on the planet that it is rotating the other way", and Sora asks everyone, which way they want the planet to be spinning.

The Seirens says left, as Laila is in love with Sora and they have an alliance with Sora, The Dhampirs follow as they have no choice, the flugels are willing to follow Sora to the depths of hell, same with

the ex-machina. The dwarfs, being the arch-nemesis of the elves, says they will always be in the opposition of the elves. Now everyone in the meeting has made it absolutely clear that they are on Sora's side and are willing to wage war against the elves. With this Miko also complies, willing to follow Sora's new ambition.

War between Alliances

Once the two alliances were created Sora's Elchea federation now is in conflict with the so called "battle line" which includes "republic of Elchea" meaning the half of Elchea that sided towards the elves, the elves, dragonia, Lunamana, Dragonia, Gigant, and Demonia.

The two sides have currently fought a total of 4 diplomatic games but all ended in an absolute landslide for Sora's side. Sora anticipated this since the battleline was created all in collective disapproval of Sora's schemes but once they defeated Sora their desire to conquer the world means that their current allies will be their future enemies. This led to each nation not fully cooperating with each other and not sharing information or methodologies. Also the leading race of the battle line being the elves were in dire situation as their political landscape was heavily unbalanced due to the trap Sora activated during Holou Sugoroku. On top of all of that, the games such as the warbeasts secret winning virtual game has yet to be cracked, so the battleline had 4 attempts which all lead towards nothing and they stopped challenging Sora's alliance.

Sora however is not relieved at all in this situation. He is aware that although in the short term his side will be easily stronger than the battle line, in the long term he will struggle. This is because of the severity of punishments. Sora due to his plan requiring all the races survival as well as his no-death policy means he can not severely punish those who has betrayed him so even after his return to Elchea and confrontation of the corruption the commerce association had he could not enact any severe enough punishments to deter any future betrayals. This led to the commerce association being free to betray the elves. Sora also has to fight the elves without killing them but the elves are coming after Sora and his allies with cold blood, this means to any ordinary civilians they are much better off allying with the elves since if they were to be on the losing party, Elves's side loss does not mean they will be treated badly since Sora can't kill nor enact severe punishments, but if they were on Sora's side and Sora lost, they will be enslaved or killed.

Sora’s Strategy in King’s Game

There is going to be spoilers for no game no life vol.1



Context

Sora hears that the humans are having a gambling tournament where the winner of the tournament becomes the new king of Immanity.
the characters present are :
Sora - Specializes in psychological warfare
Shiro - Beast in memory and calculation, Sora and Shiro works as a duo
Chlammy - human, works with elves to tries to win the tournament
Fiel - Chlammys accomplice elf.
Steph - gets defeated by Chlammy and Fiel, Sora observes her loss and later befriends her

Analysis of issues

First when he comes to a tavern he finds Steph getting destroyed in poker by Chlammy, he finds Chlammy’s hand to be statistically near impossible and assumes she is cheating. Sora probes Steph to come meet him after and Sora learns from Steph the existence of other races. Sora immediately recognizes how poorly designed the king's game is, if anyone can join in obviously to any other race who can use magic, they will set up a puppet human to join the game while they use their magic to assist in that human's victory. This is their most obvious and efficient method to exploit the game's flaws and take over the human country.

Fabrication of magic

Sora from the 10 pledges realizes rule 8, being caught cheating is grounds for an instant loss can be interpreted as cheats that are not recognized and proven are not punished so Sora recognizes how in this world cheating cunningly and preventing cheats cleverly may be a key part of playing games.

Sora after seeing Chlammy keep winning through the tournament realizes she likely has a magic user backing her up. Now Sora meets her next right as she is about to get her crown as queen. So Sora intervenes saying he will challenge her. By meeting Chlammy twice Sora can use the process of elimination to try and find her accomplice. Sora knows that whoever race is helping her has to be close to her to observe the games and send messages to Chlammy, he also knows that because the other races look vastly different will have to hide their identity with a mask of sorts. Sora anticipates that the other races looking down on Immanity will have their guard down leaving obvious trails for him to follow. Sora asks Shiro to find a person who was “present in both his first and second confrontation of Chlammy” and “is wearing a hood of sorts to hide her face”. Since Sora declared his challenge during the crowning ceremony there was already a large crowd and Sora goes on to claim that Chlammy cheated through magic. He then tells the crowd that she has another race backing her up and asks the crowd to take the hoodie off of the person Sora just found to which they find an elf. Chlammy counters by saying Sora set the elf up to discredit her, Sora unfortunately has no 100% proof to her counter but he doesn’t need it as all he needed was for Chlammy to realize that Sora saw through her cooperation.

Sora during the bluff shows off his smartphone to Chlammy as he proceeds to take a photo of her and shows it to her. The nation of Elchea’s technological developments are about that of medieval times, so to Chlammy his smartphone will act as a bluff, telling Chlammy that “hey I have my ways to countering your magic too” as any country other than Elchea can use magic, having things not from Elchea implies that Sora is also in cooperation with other races. Sora exploited Chlammy’s belief that “it's obvious to any race that this tournament can be exploited diplomatically to indirectly take over Immanity” and her belief that “humans are incapable of fighting against magic”, as it is a common mentality among humans. If Chlammy thinks humans can’t fight back against magic, her reason for why Sora saw through her elf tactic will not be because of Sora and Shiro's inductive reasoning but another magical entity.

Sora predicts that elves will obviously be aware of other diplomatic puppets being in this game as thats what they are doing, and so he predicts they will have a game prepared where only an elf can really see through the entire game mechanism as Sora was told that the elves are most proficient in magic. Sora although sees this as a benefit, Chlammy and Fiel might still cheat but are more indirect with it as they will add complexity to make use of the elves strength of being good at magic.

Now Sora has made it so Chlammy will only cheat in subtle ways and not make obvious but overpowered cheats like vision manipulation or untraceable card swapping as it's impossible to counter for normal humans but is so strong that its very obvious, so the imaginary “backup magical race for sora” can see through it. Although this bluff will not stop any cheating it clears up a possibility for victory which is all that Sora and Shiro need.

During the way to the game, Chlammy says humans are incapable of fighting against other races, and being dominated by other races is their only hope. She explains her plan of giving elves some of their land and in exchange get freedom again. Chlammy says this is their best option for humans and also

their only choice as Sora can't win against them and should just resign. Sora denies this offer as he can not verify Chlammy's claim to take care of humanity and not enslave them to the elves and also because someone who speaks of their plan to possible diplomatic spies are a dumbass and can not be trusted. Sora still believes he can win as Chlammy trying to make him give up is a sign that she still thinks there is a slight possibility she can lose.

Sora also from this conversation understands Chlammy's attitude for looking down and underestimating humans. This detail of Chlammy's personality will be important later.

Chess game

Sora hears that the game is chess but it happens on a physical real life size chess board (sort of like in harry potter), Chlammy also mentions that the pieces have a "will of their own". From this Sora assumes that the pieces may not move robotically like in the board game but move upon will, and from this also predicts the worst that "pieces may not want to be sacrificed". Sora also questions where the "cheating" aspect of Chlammy's plan will come in as Sora is confident she would do that in a more subtle way, Sora assumes this game will hinge a lot more nuance than regular chess so he hypothesized that pieces may move in accordance to the person's leadership, and this chess will be more similar to real time strategy game then a game of calculations. These are all assumptions so he first tells Shiro to play as normal as she specialize in chess, but as an insurance he tells Chlammy to allow for Sora and Shiro to swap if it comes down to it, and justifies it by saying she likely knows the better of this game. Chlammy, confident in her victory, accepts

Shiro continues the game while outmaneuvering Chlammy but Chlammy shows that chess pieces can move outside of its rules, so pawns who can normally only move 2 or 1 squares may move 3 if Chlammy asks. Sora, assuming this game is the deciding game for who is going to become king, hypothesizes that the pieces move according to the player's charisma and leadership. As the game continues Shiro struggles more and more as her lack of leadership causes her to not be able to sacrifice any pieces while her pieces do not move as much squares as Chlammy's. After Shiro struggles to make any progress Sora switches places with her. Sora tells her to keep him in check so he doesn't lose his calmness.

Sora's strategy is to approach this game through the soldiers' morale, he first discredits Chlammy but calling her a slut that is just meat riding the elves. He then proceeds to tell the soldiers in a loud and confident voice that "any soldier that makes the most contributions is given the right to have sex with any lady they desire", playing on their base instincts for motivation. He also gives the pieces at the frontline a promise for lifetime supply of money. These troops aren't actual people so Sora can promise bullshit all he wants with no consequences. Sora proceeds to discredit the enemy by calling Chlammy a whore, as collective hate towards an individual unifies groups most efficiently. He then contrasts Chlammy to Shiro who is crying after she tries her best in chess, saying that no manly soldier will ever let down their queen.

Sora makes pawns go behind enemy troops as with his speech the pieces are motivated to move much more, Sora anticipates that the pieces will be fatigued and makes the other pieces come to cover them. He also calls the pieces that moved forward "warriors" to honor pieces that move with confidence. He then commands the queen and king to move forward even though it is technically disadvantageous. Sora did this as he anticipated that Chlammy would try to protect her king and queen, panicked from Sora's sudden attack. Now Sora can discredit Chlammy further by contrasting his style of leadership,

where the king and queen is personally taking risks to Chlammy's style where pawns are only used to protect the kings. Sora does this while completely ignoring turns as Sora realized this game is closer to a game of actual warfare than chess.

Sora's approach to increase morale, while discrediting enemy methods to further boost unity creates massive trust between him and the pieces. He focused on righteousness as fear can only control people and not motivate them and Sora understood that the most powerful motivator of all people is love which is why he showed respect to his troops, disrespects Chlammy as a cowordice whore and uses Shiro's tears and efforts as the reason the troops should work harder.

Sora also identifies Chlammy's likely cheat, which is magic that will constantly maintain her pieces of high motivation. This is nearly impossible to prove as charisma is heavily subjective. Sora reasons this as it's both hard to prove while explaining Chlammy's troops high morale even after repeated cowardice moves. Sora from this analyzes Chlammy's future playstyle, anticipating that she will only play moves that utilizes her pieces high motivation and not try to explore other possibilities with the game.

Sora also realizes he can counter Chlammy's strategies by making his piece move with more motivation, he tells the knight that was about to be taken by the pawn that its honor will be in shambles if it gets taken by the weakest piece and it should counter the pawn to which the knight does. Although the match up ends in a trade to where the knight dies too, Sora managed to avoid as large of a loss as what would have happened.

Chlammy comes up with a counter by turning one of Sora's pieces to her own. Sora realizes this happened because he put the enemies too close to the edge and were forced to use more abusive cheats. Sora only observes this effect when his pieces attack one of Chlammies so he first makes his pieces retreat. Chlammy attacks Sora's king with her queen but Sora retaliates by convincing the queen. Sora tells the queen she is beautiful and she needs to reconsider her choices of following her king, Sora inflates the queen's sense of entitlement then proceeds to provide reasons for why Chlammy isn't a worthy leader she should follow. He tells the queen that the king is hiding in the back forcing his wife to attack in the frontlines, with this convincing the enemy queen turns to Sora's side.

This simultaneously set a trap as he managed to turn Chlammy's pieces into him own, Sora predicted Chlammy will try to attack her previous piece now turned enemy as Sora knows she is a type of person to actually not care of her troops, as seen with her attitude of viewing humans as a species in-capable of fighting in this world, telling Sora about her attitude towards her subordinates. Sora predicted that the troop that tried to attack the queen will turn to his own as it would doubt its loyalty towards the king after seeing Sora's loving leadership style and Chlammy's lack of empathy towards her queen.

Sora still knows he is at a disadvantage, although Chlammy can use magic to brainwash any of his troops, his persuasion is only possible when he has a powerful enough narrative, so the queen to king situation was the exception not the norm. Sora panics and this is where Shiro comes in to comfort him. Sora now tells Shiro to manage logistics on the board so enemies will not attack their troops while applying pressure. Sora goes on to his final move.

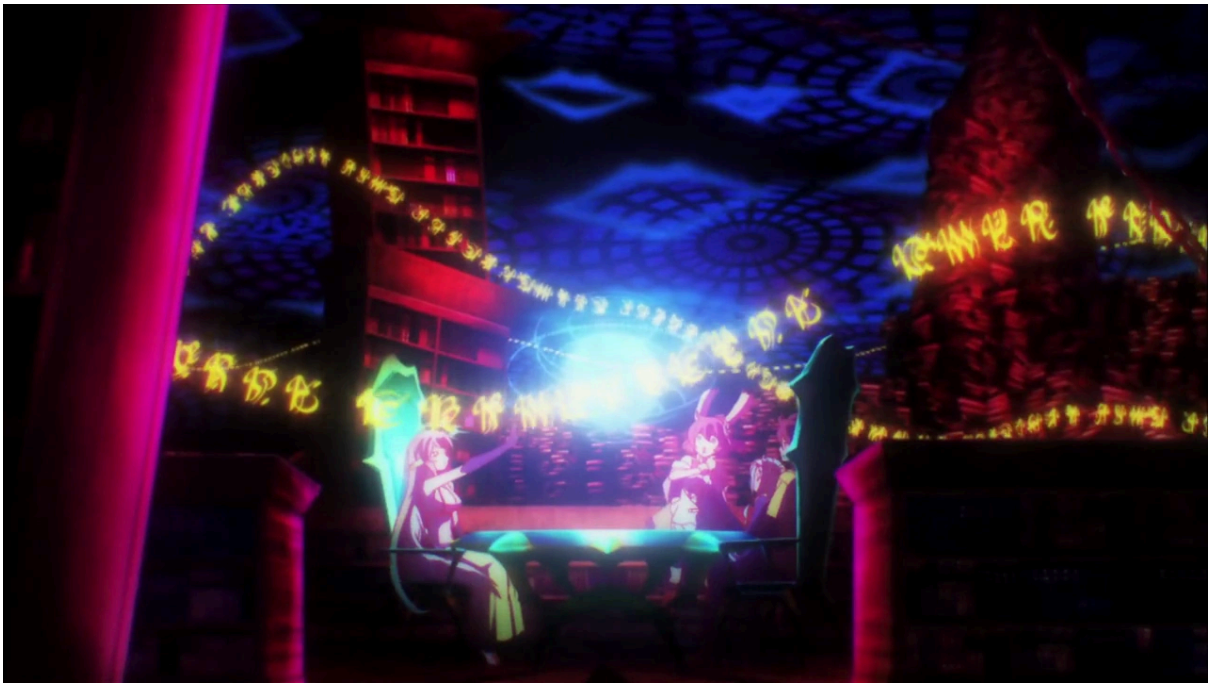
Sora aimed to create internal disputes within Chlammy's side to finish the battle before Chlammy could take over all of his pieces. Sora starts by stating to the queen that "I do not ask you to destroy

any of your previous allies", showing his empathy as king, but then this contrasts Chlammy as a ruthless and unforgiving leader, Sora says this battle is a meaningless one as neither side is fighting for what they believe in, with all the betray going on. Sora says the enemy king is incompetent and is out of his mind. Sora says the queen is the only person that can take his place. This played on the narrative Sora created before, which was that Sora is a caring leader while Chlammy is an abusive king, and how the queen deserves more than her current king.

Now a lot of Chlammy's pieces turn against her, Sora says to all the rebelling pieces that "he understands that they do not want to hurt their comrades but he knows their comrades don't want to hurt them too" creating unity in the rebellion while increasing its numbers. Sora pushed Chlammy to his desperate state so she would fully commit to her tyrannical rule. This is the situation Sora wanted as Sora knew that any tyrannical leadership against a country in desperation and rebellion is bound to end in internal disputes close to the king, ultimately ending in the king's assasination. Sora manipulated Chlammy to her totalitarian persona and because this game was a simulation of war, her king died from assasination, ending in the victory for Blank.

Sora’s Strategy in Word connector

There is going to be spoilers for no game no life vol.1,2
I am aware that the english story has re-arranged the words to fit this narrative with english words but I'll just use translated Japanese words as that is all I know



Context

Before the game starts Sora needs the library that Jibril has as he needs to research about the other races, Sora observes Jibril as he comes in and decides to strike a game with her, and aims to make her bet the entire library. He also wanted to take in Jibril as an ally, so making her cooperate willingly by proving his abilities to impress her was his secondary goal.

The Strategy

As Sora enters with Steph and Shiro to the library, he knows that Jibril’s race (the Flugels) are a hyper intelligent being that lived for over 6000 years and is a type to crave knowledge. He also finds that Jibril is especially prideful towards her superiority towards immanity or humans as she constantly mocks the three as they meet Jibril. Sora uses the fact that Jibril is a curious type of person and the fact that she is confident of her victory in any game the two play, Sora anticipates that Jibril will take the game and give Sora a chance to get what he wants. He uses the stored digital books on his tablet as his wager and Jibril out of Sora’s expectation bets everything she has so if Sora wins Sora will have full rights over her and all of her property, and now the game begins. The game is a form of Shiritori in which you and your opponent take turns saying a word, there are several rules in this shiritori. First the word you say has to start with the last letter the opponent said, if you can’t say a word for more than 30 seconds you lose, if you are “unable to continue” then you lose and finally anything you say will be created if it is not there, and erased if it is, but you can not erase players. So for example if you said “Women” then Steph will disappear as she is not a player but Shiro and Jibril will be there. Also

dying means “unable to continue” but any deaths during the game will just be in the game and after the fight ends, all players will return to their normal states. Now Sora psycho-analyzes Jibril, and identifies a few things about her personality.

- Jibril is arrogant towards him
    - she is the rank 6th race in this world being capable of splitting oceans and wiping out entire magical civilizations in one blow
    - She has 6000 years of experience and knowledge
    - Humans in general are looked down upon in this world
- Curious
    - her race is known to gather as much knowledge as possible
    - she was trying out a new, “odd” way of speaking which she said was original and interesting, showing her nature to experiment and try weird things
- Prideful
    - She keeps calling the human race as nothing or something negligible

Coulomb Force Preparation

Sora knows Jibril has been gathering knowledge for 6000 years and she is a god-like angel so her memories are also most likely peak, thus defeating her by knowing more vocabulary will be difficult and super time consuming. Sora recognizes that Jibril is breathing so he reasons she needs oxygen too although he can not tell if it is vital to her or just supplementary. He also knows that these god like angels most likely has a method of communication besides talking as it is her power that is allowing for this materialization shiritori to be happening, so she can probably just find a different way to communicate her word even if Sora removed something like air to nullify talking to make her not respond for 30 seconds. So Sora now needs to win by making Jibril unable to continue the game or basically killing her. She says Sora can start so he decides to use this opportunity where he can say anything to check something. Sora says “Hydrogen Bomb (Su-I-Ba-Ku)” and since a hydrogen bomb is not in their location, it appears near the blink of explosion, Jibril with her next word (Ku-Ri-An-Se) which is one of the highest level seal magics in this world to neutralize the bomb, with this spell she protected Sora, Shiro and Steph and not herself, Jibril taking a direct blast from a hydrogen Bomb seemed unaffected. Sora anticipated that Jibril will not let this game end in one turn as the point of Jibril doing this game specifically was to get as much new knowledge from Sora and Shiro as possible, thus anticipating that she will protect him. With the hydrogen bomb Sora now knows 2 things

1. Even if Jibril doesn’t know it, it can be generated
2. Jibril can endure a hydrogen bomb with no damage so if Sora wants to go lethal he needs something much bigger

Finally before moving to the next turn Sora justifies such a risky move to Jibril by saying that “looks like I can’t kill you”, implying to Jibril that he has no intention to kill Jibril with this game and to show that the hydrogen bomb was used to try to kill Jibril, it also misdirects her from Sora’s main plan which is to kill her. Sora now decides to use the coulomb force tactic to finish of Jibril but for that he can’t allow Jibril to fly so he needs to remove her power source to limit her movement, since all life forms use magic in this world via a hypothetical corridor in their body, Sora erases that by saying “Spirit corridor (Se-I-Re-I-Ka-I-Ro-U)”.

Sora's Pervert Plan

The plot continues as usual but this part is aimed towards Sora's objective of seeing "porn" and is not a build up to his actual final plan, he just wanted to see something erotic, so you can definitely skip this part. Jibril says a simple word "horse (U-Ma)" and now Sora plans to build up to the "below 18 approved nudity beach". Sora aims to do this by removing all aspects of a woman's body that makes it R18. To Jibril's words he responds with "Vagina (Ma-N-Ko)". With this Sora also confirms that he can interfere with players as long as it does not physically impede them. After some time Jibril says "Beach (Bi - Chi)" which turns the scenery to a beach, Sora finding this as the perfect opportunity to execute his plan says "nipples (Chi-Ku-Bi)", Jibril going on with Sora's mood, says "Bikini (Bi-Ki-Ni)" although Sora says that Jibril first had to erase all the cloths first. Finally after going through "Luggage (Ni-Mo-Tsu)", "twirl wind (Tsu-Mu-Ji)" and "womens clothes (Jyo-Se-I-Fu-Ku)" Sora creates his ideal environment.

Misdirection, Build-up and Final move

After a while of Shiritori going on the environment is a lot different and currently Sora has made a few preparations off-screen. He has sent them to a structure where there is a staircase upward, and also he got himself some paper and pen, and most importantly he dragged out the game for nearly the entire night weaving in things he needs for his plan sparingly to distract and conceal his scheming against Jibril. Now Sora starts off by questioning Jibril if she doesn't get hungry, which was obvious for anyone, Sora did this so Jibril can rant about her superiority against humans who need to sleep and eat. This made Sora stroke Jibril's ego which will be important as he needs Jibril to act on Ego and not intellect later in the strategy, now Sora as he has this conversation naturally says two words for his turn "Mantle" and "Outer Core". This detail goes unnoticed by Jibril as those two are concepts she is unaware of and thus can not understand and she was distracted by Sora's mocking. Also before Sora goes on his barrage of attacks against her, he mentions two details to her "Jibril is stupid and can not think in an orderly and logical manner (he refers to her as "A-nn-Jya-Ku" which means people who don't think critically)". He also tells Jibril that "I ideally want to finish this game by the morning" implying that he can only really focus and entertain her for so long and wants to just go home in the morning. Sora gets the paper and pen he prepared beforehand and writes "A-nn-Jya-Ku" on one side and "Coulomb force" on the other. Now after that Sora and Shiro climbs up the stairs they prepared earlier to gain some height and calls "lithosphere (Ri-So-Su-Fe-A)", now before Sora had deleted the outer core and mantle and now that the lithosphere is gone, the entire planet besides the core is present and all players starts falling to the core immediately. Jibril in the start of the game had her spirit corridor cut off and can not fly so as they fall to the core, Sora and Shiro are about 10m above her with no way for her to fly above them. Jibril is surprised as she does not understand any of the words such as lithospheres and mantles so her interest for Sora and Shiro re-ignite and because Sora mentioned to her that he wants to go home until morning, Jibril with a bit of mocking intent says morning (A-Sa) erasing the sun to show Sora that she wants to see what Sora is going to cook up. By making Jibril say Asa or morning Sora can now say a word starting with Sa, he says Sa-nn-So or oxygen and all the oxygen in the planet is gone, with this Sora makes it look like he is trying to suffocate Jibril, Jibril who is a Flugel doesn't really need Oxygen although it is inconvenient for her and thinks Sora's attempt to kill her failed but still wanting to see more of what Sora says calls Sonata as a random word. Now for the next part of Sora's strategy he needed Jibril to answer Air (E-A), so to allow her that he needed a word that starts with Ta to follow up of Jibril's word and ended in E, to allow for Jibril to say Air, Sora says "seed planting (Ta-Ne-U-E)". Jibril who does not understand atoms as a concept thinks she could say Air to bring back her breathing, but in reality it erased all air

molecules and brought back oxygen making a super toxic breathing environment, Jibril is heavily toxicated while Sora and Shiro stays alive by circular breathing while kissing with Shiro to not inhale the gas outside. Due to the rules that objects will not be erased if it interferes with the players, Sora knows the air inside His and Shiro's body will be safe. Now Sora says atmosphere while breathing out all the air inside him, this did 3 things, he first made Jibril almost explode as if all the air in the surrounding is gone while having air in you, the pressure will try to rupture and explode from the inside, It also made Jibril's next word start with A. And finally it made Jibril unable to speak as no words can be spoken in a space with no air. This build up all make Jibril think this was Sora's final move and his trump card, so when she used magic to convey a word, she had felt like her existence had completely overpowered Sora's plan, this superiority will be important for Sora's final manipulation. Jibril, after being mocked by Sora for being "A-nn-Jya-Ku", writes out "A-nn-Jya-Ku" to mock him and because she knows Sora can't convey words with magic she thought she outplayed Sora in the most ironic way possible, fueled by her superiority and ego. Now Sora pulls off his final move, he pulls out the paper he prepared before this mess from his pocket and first shows the side of the paper that says "A-nn-Jya-ku" as the word written on there slowly fades. This happened because in Shirotori you can't say adjectives only nouns so usually Jibril's answer of "A-nn-Jya-Ku" will be invalid, but Sora intentionally wrote "A-nn-Jya-Ku" on his paper so the word Jibril said will refer to the words written and not the concept itself thus making the word a noun and not an adjective. He did this as 1. Jibril might realize her mistake and say another word and 2. So he can flex to Jibril his superiority. By making Jibril say "A-nn-Jya-Ku" Sora can now say his final word which is what he wanted to say all along. Now Sora flips the paper to show Jibril the final word "Coulomb force (Ku-Ro-nn-Ryo-Ku)". Coulomb force is an energy within particles to repel each other, Sora knew Jibril can't anticipate this move as before when he said Oxygen he already confirmed that Jibril has no knowledge of atomic theory or anything more advanced, he also had a long chain of attacks to misdirect Jibril from an even bigger one. Now that Coulomb force is gone the only energy left within particles is gravity which collapses the core creating a hypernove. The core of the planet the players are falling towards now has a sudden hyper-nova and consumes all the players. Because Sora and Shiro gained some height above Jibril before, Jibril is the first one to go and Sora wins. Also by completely outplaying Jibril at her peak of confidence and showing that he even clutched up on her intentionally, Jibril fully believes in Sora and now follows his commands willingly after the game is over.

Sora’s Strategy in Race Piece Checkmate

There is going to be spoilers for no game no life vol.1,2



Context

Sora is currently planning on attacking the nation of the war beasts, the country that specializes in technology, has rapidly developed over the last 50 years, they have super human athletic abilities and their senses are so good in fact that it is said that they can read others minds.

Sora’s deductions

The warbeasts have a game which other races have challenged to no avail, and with this Sora knows the warbeasts have an unwinnable first time killer type game. It's a game the flugels and elves lost as well even though they are far superior existences compared to both humans and warbeasts. After hearing that the warbeasts demand memory loss of the game for compensation for losing, Sora understands why they are unbeatable as they are unidentifiable, counter proof in information warfare.

Sora finds one thing peculiar, why did the warbeasts manage to gain so much territory in such a short time when the game they are presenting is clearly bullshit to anyone. In this world the right to decide the game hinges on who was challenged, if the warbeasts have such insane win rate and bullshit abilities no one would challenge them, giving them no chance to use their certain win game and no games to actually win.

Later Sora learns that the previous king of immanity has gambled 8 times with the warbeasts giving up a total of about half of their nation's entire land to the warbeasts. Sora, thinking this was an

irrational decision, finds some doubt in this fact. Games are made through a long period of time, and any person competent enough to become king will not get emotional for this long, playing games they know they can't win. This is when Sora finds a detail in all the land the previous king bet, where they only wager mines that had resources humanity could not utilize with their current technology. Sora notices that all of the wager the king did was things useless to humans, making Sora think there was more motivation to the previous king's actions than just irrational persistence.

Sora speculates that the reason the previous king stopped at 8 was because he had accomplished some kind of goal, and if so the king had a purpose in wagering these games. He forms a hypothesis that the previous king actually didn't lose his memories, it's not impossible, there are other ways to make someone not leak a game's information like promising through this world's rules to not say to anyone. The rules about games in this world are like the laws of physics, unrejectable physically, so a promise is just as good as memory erasure. It would also benefit the warbeasts as giving the previous king some kind of progress will entice him to bet further. It also fits with the narrative of this world, that humans are the weakest and not worth considering as an enemy.

After Sora continues his search relentlessly, Steph seeing Sora's determination gives a key she had that her grandpa gave to her as she knew Sora may have a chance against the warbeasts.

Sora, after receiving the key, now needs to figure out how to use it, he knows the place any person will hide their personal secret will be their room, so he goes to the previous kings room. Sora has already found a hidden lock behind the shelf long before, he found it through a series of puzzles the previous king has set.

First when Sora first came to this room he realized the bed wasn't even, and after seeing that one of the unadjusted legs of the bed had the scale engranded in it, he goes to visit the scale in the room which was tilted towards the left, indicating that something was towards the left of the scale. It was pointing towards the bookshelf where it had unnaturally unbalanced tall and short books lined up together unlike the other side. The pattern clearly was formed around tall and short books, Sora sees the pattern as binary numbers reading out 1032. It's in a bookshelf and numbers and books often mean one thing in puzzle solving and that is page numbers. Sora knows the only books that are that long are encyclopedias and on page 1032. The first word in the encyclopedia was lamp. Sora finds a line in the middle written with a pen with no ink so Sora assumes its pointing towards the empty lamp stand in the middle of the room. Sora also sees that the word lamp written in this worlds language has 3 arrows pointing towards the left so he places a candle on the stand and tilts it 3 times, then seeing the right arrow on the book leading to related words saying "port" he tilts the candle to the right once, revealing a dial. Finally the number of intersecting points that appear if you write port and lamp in this world's language can clearly be factored into 4 digits, forming the password. This led to the opening in the bookshelf to a lock.

Sora through trial and error completes the challenge way before this happened. Sora after learning of the keys knows its for this lock as, 1. The first clue was located in the king's bed, meaning the previous king clearly meant for this puzzle to lead to a clue he wanted to pass on to the next king, and Steph said the key is from the previous king that wanted it passed on to the next king, and 2. Because it tested a variety of skills including math puzzles and observation, likely a test from the previous king to see if the next king is a competent gamer.

Sora now uses the key to unlock a hidden library, where the previous king left records of his observations about the warbeasts games. Sora notices that his message was written down but he never told anyone about his plans. From this Sora reasons that the previous king likely had a vow to never tell anyone about what he learned for his whole life. But because the previous king was able to leave something in text, he speculates that the warbeasts never specified what happens after his death. He also sees from this fact that the warbeasts could not see through the previous king's plans, making him speculate that the warbeasts excel in cold reading but can't actually read a person's mind.

Tactics and his speculation of games

Sora's next move is to have a diplomatic meeting with the warbeasts. He aims to do this because he first needed to negotiate a game with the warbeasts but second and most importantly, Sora needed an opportunity to bet his race piece in a natural narrative which will be important later.

Sora now looking towards the warbeast embassy building makes body language implying that he wants to go meet with the warbeasts. He actually couldn't see the warbeasts and what kind of body language they were using, only a faint shadow by using the zoom feature on his phone. He did this because first "he wanted to meet the warbeasts fast without formal paperwork" and second because "he knew the warbeasts had heightened senses so he knew they could see him" and finally so Sora can bluff that he could see the diplomats body language later when he meets. In this case the diplomat Sora had body language communication with is Ino. Sora later that afternoon goes to visit the embassy, and tells Ino that he communicated through body language, Ino makes no particular regards when it comes to Sora not actually seeing him. Sora did this to test his hypothesis that the warbeast couldn't actually read minds but could only tell lies, he carefully phrased what he said so he never mentions if he actually saw Ino or not, only implies it and Ino showed no reaction, meaning the warbeast can either (not read minds only tell between lies) or (can read minds but don't want to make their ability public or flex it openly). But his second hypothesis is disconfirmed immediately after when Ino says Sora's purpose with confidence, although it was an easy detail to notice, for Ino to say with such confidence in an official meeting implies his ability to read minds. With this Sora confirms his hypothesis.

When the 4, Sora, Shiro, Jibril and Steph enter the building Sora asks if Jibril knows the thing in the entrance is an electronic display, Jibril says she doesn't know. Sora does this so he can confirm his hypothesis which will be explained later when Sora reveals his reasoning to both the audience and warbeasts. For now this question confirms that "digital technology only exists within the warbeasts country as Jibril knowledgeable in all fields does not know it", "Jibril does not know digital technology even though she has challenged the warbeasts to a game before (as flugels) and likely entered this building or saw another type of digital technology".

Steph later panics when seeing an elevator, saying the floor is moving, further confirming Sora's theory that technology on a high level only exists between the warbeasts.

Negotiation and final move

After we are introduced to Izuna, the granddaughter of Ino and the head of diplomacy for the warbeasts country. Sora after seeing Izuna invoked by her cuteness starts to head pat her, Ino gets

extremely angry that Sora, a lowly human is touching his granddaughter and from this Sora infers that “Ino loves his granddaughter” and “Looks down on humans”. Now after they get seated Sora says to get things quick but Ino asks for their purpose for coming here, Sora says he should already know as he can read minds to which Ino responds that a place of diplomacy is where you exchange words formally and openly to avoid misunderstanding, Ino also provokes Sora’s intellect by misunderstanding the purpose of diplomacy and Sora did this so he can make Ino mock him intentionally, with this Sora counters by saying “don't get emotional geezer, just because your daughter enjoyed my head pats”, this both mocks Ino’s composure just when Ino was flexing his superior intellect and also targets Ino's love for his daughter making him even more emotional.

Sora then proceeds to say his offer “lets play a game, you bet your daughters underwear, Ill bet Stephs”, after Ino gets super angry Sora provokes him further by saying “you don’t want Stephs? What about Jibril’s, or do you want Shiro’s, you're sick in the head if you want underwear of a 10 year old, or or maybe me?”Sora constantly mocks Ino while not mentioning the main reason why Ino is angry which is Sora’s unserious attitude and involvement of Ino's granddaughter's personal belongings. Sora did this as Sora already fully knew the warbeasts secret game and he was testing if the warbeasts can read minds further by offering a game with basically no stakes. This makes it so Ino has a chance to wipe Sora’s memories of the game without consequences, because the warbeasts always wager the players memory related to the game. Sora also knows that it's not just the memories of the time when he played the game that is going to be erased but any memories related to the game. This is because first “Sora’s hypothesis is that the warbeasts games are a form of video games (explained later)”, and if the memories erased are only memories of playing the game and not memories related to the game, Jibril would recognize the digital monitors at the front lobby as they are not related to the games and would only be erased if the condition for memory erasure was “any memories related to the game”. With this line of reasoning Sora knows the warbeasts will be able to wipe his memories related to the reasoning he composed of their game even if they are not something he personally experienced as the warbeasts contract likely involves related memories not just direct memories. Now Sora knows the only reason Ino doesn’t accept is not because the warbeasts can erase his memories but because they can't see through Sora’s intentions, further proving that they can’t read minds.

Sora checks the fact of if they can through multiple lenses, first he forms a hypothesis with what the previous king did and the warbeasts assumed inability to see through his plan, but it was still possible that the warbeasts allowed for that as they never viewed humans as a threat. Sora next bluffs using his long distance body language, this bluff also confirmed his theory but there was still a chance that Ino never implied it or has a range on his mind reading. Finally Sora makes an undeniable scenario for the warbeasts to use their mind reading only for them to not, this fully confirms that the warbeasts can not read his mind. If the strategy failed at any point of the 2 contingency layers Sora would still gain new insight. If the warbeasts recognized Sora’s bluff the first time when he used body language Sora will know that the warbeasts like to loosen their guard against humans as the only reason if the warbeasts can read minds that they allowed for the previous king to convey information is if they intentionally allowed it to provoke the previous king to bet more. If the warbeasts saw through him in his second layer of contingency during his underwear bluff he would know that the warbeasts likely have a range to their mind reading as they couldn't read Sora’s mind from a distance. These scenarios never happened but Sora did prepare for it. Sora did multiple checks as mind reading was also a perfect foil to his playstyle, Sora likes to deceive and bluff so to be sealed off from those moves will be detrimental, thus the multiple checks.

Sora during his bluff of the underwear intentionally included Izuna as Sora knew Ino would get emotional. This would make it so Ino will not reason further why Sora was saying such bluff, lowering the chance for Ino to realize that Sora is trying to gather information and try to create an act fooling Sora. Ino openly shows discomfort and now Sora says “You sure, I'm allowing you to make a move with just your grand daughter's underwear”, making a final confirmation, to which Ino ignores.

Now Sora gets his confirmation. He says it was Ino’s only chance to erase Sora’s memories safely and says he fully understands the warbeasts game immediately after asking for a handshake. Sora observes Ino retract his arms to his body and heighten his ear. Sora understands that he is showing alertness which confirms Ino's confusion, confirming all of his previous hypotheses. He then goes in front of everyone to explain his reasoning to understand the warbeasts game they are playing. He does this sequence to prove this threat and capabilities as gamers to the warbeasts, important later.

Sora goes in front, openly declares war on the nation of warbeasts, increasing their tension and starts to explain their reasoning for why they know the warbeasts games and why they are sure of it.
Sora demands all resources on the land of the warbeasts islands. Now Ino can’t deny as Sora can leak information of their game and can’t accept as Sora’s only wager is Steph's underwear, and to bet nearly all of their country’s land on a single underwear is basically publicly admitting to Sora’s bluff.

Sora now starts to explain. The warbeasts are a nation built on high-level technology although those require resources, and that's why they have been expanding their territory, but as they were doing that they got challenged by powerful beings like the flugels and elves, they did win against all of them but why do that? By having 100% win rate against these demons of a race, they are basically messaging the world that the game they are making them play is obviously insanely unfair, rigged or impossible to win, discouraging any nations from challenging them, stagnating their land gains. Why not lose some games so they can gain more land in the long term by showing the other races hope? They don't because the information of the game is that much more confidential, and because only the winner can take wagers from the losers they had to always win. But then what's the big secret they must conserve? The elves have challenged the warbeasts 4 times. Why challenge 4 times? Even if they lose the fact that they lost will still be remembered, so it's likely that the elves had tried to speculate the game the warbeasts were doing by wagering small land they can afford to lose. After they lost they might have speculated anti-magic games and prepared for that, maybe they understood the contents of the game and prepared for that, but regardless the process isn’t significant. Why did they stop at 4 tries? Why not try more? did they realize the game was fundamentally rigged so it was impossible to win? Well not because in this world there is a rule where any cheating that is found out ends in an immediate loss, so they can just expose the warbeasts cheat and win. Then why? it's likely that they found out the game’s content entirely and yet failed to understand why they keep losing.

Summarizing this, the warbeasts games are something other nations can’t know of, its likely something only the warbeasts have. It's something that even when others know what it is they don’t understand the mechanisms. And it does not involve magic at all, it's effective to all races so it's likely something that evens the playing field. Conclusion? Video games, a digital playing field where magic isn’t allowed and any other race with inferior technology will never understand the concept of video game cheating. This is why Sora asked Jibril about the digital monitors, to see if Jibril had memories related to digital technology. This hypothesis also explains why the warbeasts claim to be able to read minds, so they can claim that their cheats are a part of their natural ability.

He ends his rant by asking Ino a question, how did they figure this out? Ino assumes its from the previous king but he promised to never tell anyone his whole life, but because Sora knows it means Ino and the other warbeasts couldn't anticipate the previous king's moves, completely disproving their ability to read minds. It also directly proves to Ino that Sora is 100% confident in his hypothesis and that gaslighting him will not work.

Sora now has Ino in a headlock, if Sora leaks the intel to elves, their archnemesis will fully debunk their game and eventually corner them. So they need to play a game with Sora and win so he can erase their memories but if he bets all the land for Steph's underwear it's creating even more of a mess. So now Ino has to act like it's all baseless speculation but Sora doesn't want that, he needs Ino to play a game with him so he pulls out his race piece and places it as a wager.

The warbeasts game has beaten flugels and elves, so to third parties it is a given that the weakest race, humans will be destroyed by the warbeasts. The race piece is all the rights to all humans, so if the warbeasts win, it means they have all of humanity's land, resources and can also enslave humans. Now if they still chicken out it's like announcing that their perfect game has been debunked by Sora to the rest of the world. Ino has no choice but to comply. Steph obviously panics, highlighting the gravity of the situation to Izuna who is spectating and with this Izuna feels personally attacked by Sora and Shiro, by getting challenged to a game. Sora also observes that Izuna said she will definitely win in a serious tone, implying that she plays games out of responsibility and obligation, which will be important when Sora plays a game with her eventually. Sora says that Ino himself can't make the decision and so he will give him time. This time frame allows for Sora to do two things, "it gives him time to have a game with Chlammy explained in existence othello" and "it gives time for the warbeasts to transfer their resources away from their main islands". The wager Sora and Shiro demanded were all resources on the main islands so the warbeasts can move all of their valuables away from the main island to minimize their risk. THis is important for Sora's negotiation later on when he does win against the warbeasts as he uses his narrative of having no resources on the mainland to convince the lead of the warbeasts to form an alliance, which was his goal from the start. Explained later.

Effects and foresight

With a single negotiation Sora gets to an agreement that immanity and warbeasts that the two will play a diplomatic cross country game. It confirms his hypothesis about the warbeasts abilities and the games nature by confrontation and cold reading He showcases his reasoning and cold reading abilities to the warbeasts so the warbeasts will feel pressured when facing off against Blank later, which was key for Izuna's manipulation in the love or loved game. It angers Izuma personally as they directly waged war against the warbeasts, so they can manipulate her emotions in Love or loved. It also allows for the people of warbeasts to consider humans as a new significant player and not just a weak subject they look down upon, making future alliances easier. Finally it Involved Chlammy and Fiel (the human and elf duo they fought way before) by betting the imanity race piece, Chlammy being human now obviously have to care for the results of Sora and Shiros game against the wargames manipulating them to either challenge him before the game or cooperate. It also created high stakes for the people of Immanity, so during their game with the warbeasts will come to negotiate and spectate to make sure the warbeats do not make obvious cheats. Their betting of their race piece seems more natural as they explain it's a part of their strategy.

Sora’s Strategy in Existence Othello

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Context

Sora after negotiating a game with the warbeasts now has a rough outline of how he is going to fight against them. The warbeasts have a video game where they can cheat as much as they want layered on their already superhuman athletic abilities. Sora to counter this decided to involve the human and elf duo he met during the king's game, Chlammy and Fiel. During his negotiation he bet all the rights of humanity in the game, which led Chlammy who is a human to actually give a fuck about what is going to happen in the game and Sora anticipates that a controlling and scheming person like her who doesn’t trust him will come to challenge his position as leader of humanity so she can stop his erratic actions.

Meeting and Rule making

Once Sora meets with Chlammy and Fiel, Sora had an objective in mind which was to first win the game so he can leverage his victory to force the two to cooperate with him, but he also wanted to share all of his current memories with Chlammy as this had immense benefits later on.

This is why Sora proposed a game where the two players Sora and Chlammy share their existence between each other as it is the most direct way he can convey his memories to Chlammy. Sora knows that achieving such a conceptually complicated game would be difficult which is why he made Jibril a magical entity with immense magic capacity and Fiel, a elf with very intricate magic manipulation capabilities, work together to make the game board. Sora also did this so the two magic users that made the board are from different sides to prevent cheating from either side.

Now Sora proposes the rules, because Chlammy and Fiel are the ones challenging Sora, he can decide the rules. Sora proposes to play othello but the 32 pieces the players have are the 32 composing elements of the players. Basically the game board scans the players subconscious mind and splits the

person's existence into 32 distinct pieces from 1-32 ranking them on importance. Certain pieces are memories a person has, certain pieces may represent the relationships people have, certain pieces may refer to the player's physical existence.

Sora did this as his self-awareness made this rule set advantageous for him. Sora knew his most important subconscious element was not his physical existence or his identity but it was “his plans to win this game”, “his relationship with Shiro” and “his trust towards Shiro”. He knew these facets were far more important to him than his memories, his relationships with other people or his physical existence.

Sora’s plan was to play this game to the point where he would lose everything including his physical existence but maintain his most valuable pieces which are “his plans to win this game”, and “his relationship with Shiro”, and he plans to leave behind enough clues for Shiro so once he loses nearly everything and Chlammy assumes victory, Shiro can finish the game because “his relationship with Shiro” will still remain, allowing her to decipher Soras actual plan. His plan to win this game was also his heavily praised possession so Chlammy will not be able to catch on to his schemes.

For the specific rules Sora set, the game proceeds as regular othello, but if either player becomes unable to play their partner, can play for them as long as the partner is still aware of the game. The prize for winning is “the right to decide the consequences of the game”, so the winner can decide if he or she wants to keep all or parts of their identity and the opponents identity if they were to receive it, the winner can also decide what the lost opponent keeps and loses. The second prize is “the right to manipulate one aspect of their partner” , basically Sora justifies this by saying once you defeat your opponent you would want their partner to join you although it's unlikely they are willing to cooperate so you should have the right to make it obey to you or something but this right can be used in many ways as it would take very different orders to put Fiel or Shiro under control. Sora’s justification masks his true reason for making this second victory prize.

Fear management and Shiro Strategy

Sora before he starts the game leaves several phrases to Shiro so she can catch on to what Sora aims to do even after Shiro loses the memories of the game. Sora does this as he is the person with all the rights to humanity and because the memory of making this game isn’t really important to him once he loses it Shiro and the others will forget about this game. What Sora does value is his relationship with Shiro so Sora leaves enough clues so Shiro can deduce the game by herself without explicitly mentioning the game so his phrase does not get forgotten.

Sora knows Shiro will be able to deduce the nature of the game of taking eachothers existences by seeing her circumstance and memory loss so Sora says phrases to convey the gist of how he plans to win the game.

Sora says to Shiro “we are one as together” and “we are not shonen manga protagonists” implying to Shiro that the two are complete together and there is no room for development. Sora says that the “game is already won before starting” and “lets go get the final piece to our victory”, these phrases imply to Shiro that he already has a path to victory and this existence erasure is a necessary component.

Sora predicts that Shiro will reach the conclusion that Sora is trying to gain a piece to challenge the warbeasts and Sora knows Shiro can get confirmation to this conclusion as Sora himself does not have rights to the warbeast species meaning erasing memories of himself to the people around him will not affect the warbeats. Shiro later commands Jibril to check her memories of Sora to the warbeasts to get this confirmation as Sora predicted. Sora knows Shiro is competent enough to know that challenging the warbeasts with a infinite cheating game is not easy and Shiro assumes Sora will try to get a anti-cheating method, Shiro also from her memories of the negotiation knows Sora bet the race piece and due to her trust for Sora in his strategic capability assume his betting of the race piece had more meaning than just to convince the warbeasts to play the game. Shiro deduces that Sora bet the race piece to involve Chlammy and Fiel to Sora's grand scheme.

All these thoughts were manipulated and predicted by Sora so Shiro can reach the conclusion that Sora is playing a game to bet existences. Sora also intentionally starts the game in a room Sora and Shiro usually does not reside to imply to her that Sora is playing a game in this room. Now Shiro finds the board although invisible to her and realizes its a game of othello.

While all of this was happening Sora was playing Othello with Chlammy with his usual playstyle he would play with Shiro. While playing Sora slowly starts to lose his memories of himself and slowly loses parts of his physical body. He can not recognize why he is doing the things he is doing but reassures himself that he is on the right track by constantly recalling his own plans and his memories of Shiro.

Because Sora played in a playstyle Shiro knew him with and also played so there will be an opportunity for a giant counter attack. Now once Shiro figures out Sora's scheme she predicts how Sora plays and executes the attacks Sora planned her to do and Sora wins the game.

Foresight and effect

Sora returns all of the memories Chlammy received from Sora during the game as well as all of her previous existences to Chlammy. With this Chlammy is back to normal but with all of Sora's memories besides his 3 pieces of existence she didn't claim. Sora made it so Jibril and Fiel worked together to create this game as Sora knew that the covenants only allowed for reality manipulation that was capable by the people involved so he needed powerful magic to achieve such levels of reality manipulation.

With Chlammy having his memories he set up the future traps for the elf country, his trap to lure Chlammy and Fiel during the Sugoroku game he is planning to play and also forces her to cooperate with him as Chlammy now has some trust towards Sora's plan to win against the warbeasts although that requires her and her friends cooperation.

Now for his other demand he made it so he can manipulate one memory from Fiel. Sora did this as Sora in the future planned to merge his nation with the nation of the warbeasts and was aware that Fiel will leak the special game the warbeasts have to the elf country once their temporary alliance is over. Sora can manipulate Fiel's memories so Fiel can't do that as he wants leverage over the elves for the meanwhile when his nation will become enemies with the elf nation. (the warbeast nation is currently in conflict with the elf nation)

Sora’s Strategy in Love or Love it

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Context

Sora is currently challenging the warbeasts, a superhuman race with superhuman senses, the ability to tell people's lies and superhuman strength. Sora challenges them to a diplomatic game and if he wins he gains all of the resources in the main islands the warbeats own. Sora’s plan is to create a diplomatic relationship with the warbeats so he can merge his nation of humans to the nation of warbeasts to create the elchean alliance. Sora now has convinced Chlammy and Fiel, a duo of human and elf to cooperate with him on this game.

Shielding

Before the game starts Sora first tells the warbeasts “our nations peoples lives are at stake (since he bet his race piece) so all citizens of our nation has the right to spectate over the game” which forced the warbeasts to publicly host the game where any human can enter. This also allowed for Chlammy to enter and visit the game. From the magic connection between Fiel and Chlammy the warbeasts also

realize an elf is spectating through Chlammy. Now the warbeasts have “all of humanity watching with a suspectful eye” and “a magic user” spectating their game. This severely limits the cheats they can use as any obvious ones from third parties automatically will end in their loss. Before the game begins Sora even clarifies that to the warbeasts so they will be further binded in their mind to use cheats sparingly.

Sora also avoids a trap the warbeasts said. the warbeasts before they start the game said “once you enter the game you will be explained with the rules, before you start you can refuse the game but then we will erase your memories of the game”, on the surface it may seem like the warbeasts are implying that the rules of the game they explained will be wiped but Sora realizes it can be interpreted as “you guy’s previous understanding of the game will also be wiped as it is technically “memories related to the rules of the game””. Sora clarifies that he does not consent to the situation where the warbeasts make an impossible game so Sora refuses and loses all his previous memories of the game as well, telling Ino who is the administrator of this game. He tells Ino “the only memories we are willing to lose is the one you are going to tell us about today, nothing from before. So don't plan on giving us impossible rule sets to wipe our previous memories too”.

Now way before this game starts Sora had the right to make one request to Steph using the 10 covenants as she lost a game a long time ago to him. Sora makes Jibril block sound so the warbeasts can not hear them and tells Steph “once the game starts follow one order from Shiro that she will write down and then forget about that order until the moment you can execute it”. This phrase was made as Sora already had a rough outline for how he was going to defeat the warbeasts. He assumed the game was going to be a fighting one and planned to defeat Izuna, his opponent by using Steph. This was because during the negotiation before he clearly presented himself and Shiro as a threat while Steph was not really catching along. Sora aimed to capitalize off of their lowered guard towards Steph. By commanding Steph mid-game Sora knew he could pull off a sneak attack. He told Steph to follow orders written down and not told as Sora assumed the warbeasts may be listening to them talk. Sora knows he can’t counter those types of cheats as the warbeasts can claim its their sixth sense, but Sora knows tracking, processing and conveying all of their movements to Izuna is not going to be practical which is why writing it down is the safest way to convey messages inside the game.

The Game

The rules are simple, NPC’s chase you and try to fiddle with you so you have to shoot them which makes them fall in love so hard that it decapacitates them. Shooting an ally player will make that ally blinded by love for you for a short period of time. Shooting an enemy will permanently turn them to your ally and once you shoot all the enemies it's game over. As you shoot your love points decrease and you gain it back by either getting shot or shooting NPC’s. You also have a love bomb that basically does what the gun does but has area of effect. It's a FPS but with love energy instead of bullets and explosions. Additionally if NPC’s touch you your love power decreases, once it hits zero NPC’s will lose interest in you.

Sora Shiro Steph and Jibril fight against Izuna in this game. Now before the game starts Sora made it so there is a large crowd and high stakes to pressure Izuna, now Sora predicts the boss of the warbeasts will also arrive further putting pressure on Izuna so Sora asks Izuna, assuming she is playing this game more due to obligation than her will “when was the last time she had fun playing games?”. This not only makes her question what she should do during the game, creating hesitation in her, after she gets over this phrase she would likely act erratic and emotional by fully committing to

the game, making her predictable. Finally after the game ends Sora and convince Izuna to become his ally through will by convincing her the fun of games.

Once the game starts Sora tests out the basic rules to grasp the situation. Then starts his scheme, Sora first tests out the gun and realizes the bullets can bounce off of surfaces as Steph who shot the floor had the bullet hit herself and is now in love with herself. Sora realizes his physical abilities are normal so he tells Shiro to restrict from running to conserve stamina.

Sora fucks around trying to shoot NPC's underwear to see underneath. Sora does this as he knows Izuna is likely cheating and having information about Sora fed to her. By acting so reckless and irresponsible in such a high stake game Sora is subtly convincing Izuna that games are for fun and not to feel too pressured, trying to get her mental state to a point of full enjoyment of the game.

Sora now aims to attack Izuna, first he makes Shiro go search for inside buildings as matching up to her inside a close space is where Shiro shines best. This is because Shiro's inhuman calculation allows her to predict the bounce of bullets to attack and defend from multiple angles. Sora positions himself at balconies where he has a clear view of the windows of the building. He instructs Shiro to attack Izuna, he predicts that Izuna will realize Shiro's calculations are too dangerous indoors where bullets ricochet a lot. Sore predicts this will force her to jump off the building window where she would be incapable of moving so Sora can take the shot.

Before Sora takes the shot he positions Jibril on top of the building so she can attack her to distract her from Sora who is trying to get the pick. Sora tells Jibril to go all out on the offensive so Jibril takes all of Izuna's attention and even if Jibril gets hit by Izuna Sora can immediately hit her again. Izuna ultimately blocks Sora's killing blow with her clothes. Sora realizes Izuna blocked his attack even though it was from super far away and she reacted even before she set her eyesight on his direction, Sora realizes they are conveying all of the players information to Izuna and its nearly unprovable if the warbeasts insist its their sixth sense. Sora also realizes shooting someone's clothes doesn't affect them and only strips the clothes so he realizes it's like a shield that breaks everytime you hit it.

Izuna attacks them but Sora evades her by running away. After several hours of running they fully escape. Shiro starts to formulate a new plan and during that time Steph who got converted to Izuna's ally confronts them but is quickly neutralized. After Shiro questions if Sora trusts Shiro, and he replies yes, Shiro points to the equations she was writing which was an equal sign followed by nothing written. Sora also realizes Shiro wrote a command for Steph telling her to shoot once she regains love energy but when it is about to fade, due to Sora's previous command to Steph telling her to forget the command forces her to not remember it . Then Shiro puts unconscious Steph on a NPC's back. Then Shiro sacrifices herself and blocks an incoming bullet from Izuna to protect Sora.

Sora runs away from Shiro and Izuna and realizes the equation Shiro pointed to meant blank or was referring to the Sora and Shiro duo (the two are called Blank) and Sora assumes Shiro has found an answer to this game. Sora now tries to decipher it. Once he sends Jibril to fight Izuna Sora gets chased by Shiro, but he realizes Shiro isn't running and only walking and not chasing him seriously. Sora then recalls a previous statement he made "try to minimize stamina waste by not running", and Sora realizes this is Shiro's way of implying to Sora that she still is listening to Sora. Sora assumes Shiro is only pretending to be under Izuna's control and the bullet Izuna shot her before was likely blocked by her using a button on her shirt or something as one button is missing on hers. Sora assumes Shiro plans to catch Izuna off guard by pretending to be her ally.

Sora now confronts Shiro on the rooftop while commanding Jibril to follow him once Sora and Shiro jumps off the building as that is what Sora plans to do. Sora assumes Shiro will shoot around him as Sora can predict Shiro's basic tactic and by dodging the bullets Shiro can act surprised, strengthening her bluff to Izuna. Now Sora jumps off the building grabbing Shiro and shoots her underwear while the gun is at zero distance. To the outside view it looks like the gun shot Shiro but in reality it didn't change anything. Shiro is still sane and not in blind love to Sora so she can act on her own. Sora acts like he has his arms around Shiro to show to Izuna that neither Sora or Shiro can attack her, lowering her guard. Now Izuna is falling above Sora and Shiro but Sora predicts that Jibril will fall too. Shiro shoots so it aligns with Jibril's shot so even if Izuna dodges it once, it would hit Jibril's bullet and bounce back again to attack Izuna again. Sora predicts Shiro can do this alignment which is why he told Jibril a while back to follow him.

Now Izuna in a cornered situation activates blood break and activates super human strength and agility that surpasses physical laws. Izuna from the previous statement of Sora asking her if she is enjoying games finally gets a conclusion to that by getting cornered in her own game which is that it is fun. Sora knows Izuna, as powerful as she is now, has her guard down due to her advantage and having momentum of the game, so he knows this is a perfect time to set a trap. Sora now runs from Izuna and follows Shiro, this is because Sora is aware of Shiro's previous commands to Steph, Sora assumes that Shiro telling Steph to go on a NPC and fire at a specific time meant Shiro has fully analyzed the NPC's movement patterns and can set a trap using Steph. Sora knows Steph is knocking unconscious right now and assumes this is part of Shiro's trap as the warbeasts will not be on the lookout for unconscious players. Sora also knew that once Shiro fired and had a bullet ricochet with Jibrils, it was likely her trigger for the entire trap as the ricochet allowed for Shiro's bullet to travel down to the ground. With all this reasoning Sora follows Shiro so she can time their movements with the movement of the NPC Shiro understands.

Once Shiro stays stationary Sora assumes this is the spot so Sora wants to lower Izuna's guard as much as possible. Sora rushes over to Izuna, Sora wants to make it seem like he was actually trying to dodge her bullets by engaging in psychological warfare only to act like he couldn't fully see through her and get defeated. Sora predicts Izuna will first shoot two bullets off to his sides as Sora predicts that Izuna will think Sora will try to dodge. Then next Sora assumes once Izuna realizes Sora won't dodge shoots straight to aim directly at him so Sora fires his gun to bounce her bullet away. Now Sora is aware that further attacks may come but doesn't do anything as he wants to get shot here to lower Izuna's guard. Izuna had a second attack coming and another sneak attack at Shiro. Sora allows Izuna to hit him in the head which guarantees a hit and not a false one as no clothes are protecting the head.

Izuna is fully convinced of her victory although Shiro's Steph trap activates and takes her down.

Now Sora knows Izuna plays games out of obligation and that was what was dragging her from her potential. Sora before the game capitalized off of it by questioning her enjoyment to which Izuna accepts with her actions but still denies in her mind. Sora tells her she was enjoying the game so she can accept the fact. Then Sora tells Izuna that it is fine to enjoy games so she can reach her full potential. Sora did this so once he forms a union with the country of warbeasts she can be a valuable member.

Aftermath and Cooperation

Sora during the negotiation of the game intentionally left a loophole where the warbeast nation can just move all of their valuable assets away from their mainland to avoid losing it. So now both Sora and the representative have a reason to negotiate and cooperate with each other as humans can't really capitalize off of the resources they now gained without assets from the warbeasts. Now the representative of the warbeast comes to visit him. Sora needed the representative (Miko) as without full cooperation of the owner of the warbeast race piece, Sora can't progress on his rule 10 plan. Now once Sora is met face to face with Miko proposes a game.

Sora seals off any chance for Miko to not accept an equal negotiation ground by involving the other races. He involved the elves as during the game he made Fiel spectate the game, telling the warbeasts that the elves know their scheme. Sora also involved the flugels, he told Jibril to send her nation to the warbeast territory to imply to the warbeasts that the flugels are also aware of the contents of the warbeasts games too. Sora knows the reason Miko may not open negotiation with Sora is if she predicts that Sora will be forced to challenge her again eventually as Sora's nation cant make use of the new found resources, and once that happens she can get back on him. But with the other races involved Miko is led to think that she can not counter Sora anymore as the flugels and elves are coming to attack her which will leave her no time to deal with Sora. It also makes her think her race is doomed as they will lose a lot of resources due to their loss against Blank while having not many other ways to gain new resources as the elves and flugels are coming for them while having knowledge to counter their methods.. This thought both allowed Sora to have negotiation with her while making Miko only think of her race's safety and no longer expansion of her country. This was important as for Miko to only think of her race's safety allowed for a situation where the conflict of interest can co-exist. where both Sora's interest (resources of warbeast) and Miko's interest (rights for warbeasts) can co-exist if the two nations ally.

Sora now wants to convince this alliance through the pledges so he finds a loose tile on the floor and bets his demands and her demands on a coin toss only for him to move the loose tile and balance the coin sideways ending the coin toss on a draw. Sora says this can either mean both sides won or both sides lost which implies to Miko that they want an alliance in a friendly and funny way while involving the 10 covenants.

With this Sora successfully befriends the representative of the warbeast and creates an alliance called the elchea federation.

Now that Sora is on the warbeasts side Sora can alter Fiel's memory once from the othello game so he knows she will not tell her nation the contents of the game fearing memory alteration, Sora did alter her memories of the game so even if she does tell it doesn't matter. This allowed for Sora to gain "the warbeasts game" as one of his nation's trump cards without spoiling the secret to other races. Sora knows the involvement of flugels does not matter/ Sora never told the flugels the content of the game and only told them to act like they know by sending their flying nation towards the warbeast nation, through Jibril's influence to pressure the warbeasts. Sora knew the warbeasts will not catch on to this bluff as before his negotiation the warbeasts viewed Sora and his flugel friend Jibril an enemy and not a person that will ally with them.

Sora’s Strategy in Avant Heim Chase

There is going to be spoilers for no game no life vol.1,2,3,4,5



Context

Sora shared his objectives with Jibril and although she seemed to be on board with the idea Sora has, she seemed to have other plans, she said she will follow Sora’s orders but also has some ideas on her own. Sora trusts Jibril, and knows she will act towards his best interest or at least achieve her goals without holding him back so Sora agrees. Sora during the confrontation with Avant heim has his own ideas but also follows Jibril’s.

Jibril asks Sora to “don't be disappointed, still have faith”.

Sora is currently trying to gather as much information on “the past records of wake up laila” which he needs to clear his ongoing quest with the Dhampier and Seirens. Sora heads to avant heim which is where the flugels (Jibril’s kind), has set up base. avant heim is on the back of a Phantasma, a rank 2 species but because the flugels just want a space to reside and phantasma has past connections with flugels during the great war they are in mutual cooperation. Phantasma are basically their own worlds floating as large entities in the sky. avant heim due to it not being in the physical world and only flugels accessing has no roads or pathways, only a large empty space with bookshelves floating around.

Sora negotiates with the leader of avant heim Azril to ask for cooperation after some small talk Sora realizes what Jibril meant as Azril treats knowledge as something to gather, Sora realizes the flaw in her understanding which is that what is known can be flipped to the unknown, that knowledge is not something you just remember and that is it, it's something you analyze and understand. Sora realizes her mentality when she says “we don't gather books we gather knowledge” implying that she just remembers books and does not re-read them. Sora understands Jibril plans to convince Azril to change her attitude so Sora plays along with Jibril's goal.

Sora also learns about Azril and her position in Avant heim, she is the leader of the flugels but technically the flugel race piece belongs to the council and she herself on her own can not control it. She also has taken right for flugels to suicide due to the flugels main suiciding once they lost their master 6000 years ago. Azril commanded the flugels to search for why their master lost and until they can fully understand the reason Azril has taken all of the flugels right to suicide.

Sora after visiting their Library realizes it is nigh-impossible to search books as they are all in floating bookshelves and pretty unorganized, so he realizes he needs help from the flugels that live there to actually search the information he wants.

Sora realizes Jibril has set up a sort of cult for Sora as she was spreading word of how magnificent of a person Sora was to the other Flugels and all wanted a handshake event with Sora. Sora capitalizes off of this, he bets “responsibility to do a handshake event” and in return demands “the flugels to cooperate with him” and decides to play a game.

Rules

Sora and Shiro need to run away from about 100 flugels at the same time. He can not get help from Jibril as she is the strongest flugel and will be too OP so for the duration of the game she will be spectating. This means Sora and Shiro are going to have to run from the flugels by themselves. Unfortunately for Sora, flugels are both hyper-intelligent and super human in ability. They can shoot 6 capture missiles per flugel, can fly near the speed of sound, and can teleport. Sora also only came here to find books, not challenge the flugels so he did not prepare anything or did any research. Due to this Azrile and Sora agree on a few restrictions, first Sora will get Plum to turn into wings so he and Shiro can fly. Second Blank will get a 5 minute head start. Third, the environment in Avant heim will be altered to fit Sora and Shiro’s physical condition, basically raising oxygen concentration as Avant heim is 20000m up in the sky and also blocking sunlight so Plum doesn’t vanish. Fourth, flugels will be banned from using teleportation magic. Finally and most importantly, out of the 100 flugels 46 of them will have a Katakana letter assigned to them and once Sora gathers enough letters he can manifest any word or concept he wants. Sora wins if he evades the flugels for an hour.

The chase

Sora going in had a few goals in mind, first and foremost he had to win the game but Sora wanted to do more. He wanted Azril to understand what Jibril was saying and planned to give her an effect of a certain word he was going to manifest later. Sora also aimed for a full comp, to get all the letters the flugels have, as an extra.

Sora aware of the flugels hyper-intelligence assumes they will adapt quick to his tactics, that is why throughout the chase Sora constantly changes tactics and predicts flugels moves on “what the most efficient way is to counter Sora’s last tactic” as they would try to adapt to Sora’s latest moves.

Once the chase starts Sora and Shiro are flying while holding each other's hand and with their movement of fingers communicate with each other. Shiro tracks which flugels have which letter on which part of their body while Sora thinks of tactics to evade the flugels.

First the two in the first 5 minute head start fly upward to gain height. Once the flugels start chasing them they descend down to evade the flugels and build speed. Eventually the flugels are right on their tail so Sora, Sora receives info from Shiro on which one of the flugels have letters, then Sora maneuvers around to make the 2 flugels that have letters come to the front. Then Sora spreads his wings so he suddenly slows down and changes trajectory sideways. This causes the 2 flugels behind him to suddenly lose him, and with their confusion Sora takes their letters from behind getting “na” and “a”. Sora knew this tactic would work as Sora knows a flying race that's beyond physics will not be aware of maneuvers in dogfights as they do not need it. Due to their sudden trajectory side ways Sora and Shiro are moving in a spiral and carefully adjusts trajectory to move through the floating cubes in avant heim successfully escaping from the flugels chasing them.

Sora now hunts for his next words. Sora knows Shiro will think the same so he tells her to find those flugels and meanwhile maneuver through interwoven terrain of floating blocks so the flugels can not speed up without risking a crash onto one of the blocks. Now Sora anticipates that flugels built for war are capable of coordination and assumes they will encircle him so he asks Shiro to find patterns in the floating blocks so they do not get cornered and always can go through space that the flugels are least likely to be blocking.

With the previous two letters “na” and “a” Sora can form the word “(ana)穴” which means hole in japanese. With this he knows he can evade a group of flugels so he takes a risky move where he lures 8 flugels towards him to get the letters he wants. Sora moves in a path where once he exists a tunnel the 8 flugels can easily surround him and once he is, he summons a hole using the previous two letters which Sora uses as two worm holes connecting both sides that Sora is cornered so the flugels on both his sides travel through him forcing them to turn their back on Sora and during their confusion takes their letters. Now Sora gets “sa”, “to”, “O”, “su”、Shiro got “ka”, “ma”, “nu”, “ku”.

Sora still needs more letters, he goes through another tunnel, as Shiro calculated there will be 12 flugels waiting on the other side, and Sora planned to use the word “to, O, sa, nu” or “(to,o,sa,nu) 通さぬ” meaning “not let through” to create a barrier and while the flugels gets smashed into the barrier Sora aimed to take their letters. Although during the execution Sora loses his balance and spirals, forcing him to quickly pass his letters to Shiro to do the same as he would. Shiro makes a barrier and claims more letters “so”, “wa”, “ke”, “yu”, “ra”.

Now currently Sora and Shiro has “ra, yu, su, ma, ku, ke, so, ka, wa”.

Sora knowing the gig is up for flying around floating blocks and evading through confusion next flies up. Sora assumes the flugels will be wary of his tricks and not a direct evasion as throughout the game Sora has only used cheap tactics. The flugels wary of Sora’s next move spread out and surround Sora as they chase him. Now Sora uses “ka”, “so”, “ku ” “(kasoku) 加速” meaning accelerate and with this Sora and Shiro accelerate upward evading the flugels in a way they did not prepare for.

Now around this time 15 minutes has passed.

Sora planned from the start to get some word to speed himself up like “(acuseru) アクセル”, “(supido) スピード”, or “cousoku 高速” to evade the flugels. This was a form of trust towards the flugels Sora demonstrated for Jibril as Sora had enough trust in the flugels intellect to believe that the flugels will eventually adapt to his “weaving through complex floating block structure to evade the flugels” method.

Sora’s speed is fast enough to where no flugels really match him, Sora now aims to gather letters safely to get some safety for emergencies. But as he thinks that Sora notices the flugels bombarding him with missiles. Sora realizes a detail in the rules “flugels aren’t allowed to use teleportation magic” but that means any other forms of magic are allowed. Due to the covenants of this world, Sora knows it can’t do harm to him and Jibril tells him they are capturing missiles. Jibril also tells Sora each flugel can shoot about 6 per shot while they can shoot as many times as they want. Now Sora knows the flugels will shoot unsparingly, making him more alert.

Shiro starts to swing her wings forming a complex flight pattern and Sora realizes she is trying to use the missiles homing to her advantage and Sora assists her. They have been flying horizontally for a while but suddenly flies upward in a diagonal. Due to the drop in speed as they converted their speed to height, the missiles catch up and detonate as the distance got close but due to the newly gained height the two evade, now they spread their wings to not flip mid-air caused by their sudden turning and with this escape from the missile bombardment although more could come any second.

Sora sees Shiro and realizes her sorry and apologetic expression and realizes she is upset that she could not realize the rule stating “no teleportation magic” did not refer to magic in general as usually in Blank Shiro is the one who notice all the details related to wording and memorizing rules. Sora realizes she still isn’t satisfied with her clutch maneuvering so he comforts her by saying “nice one Shiro Im proud to be your brother”.

Now Sora and Shiro while descending sees a lot of missiles chasing them, although right now they are evading it by going into tunnels they know they will soon be cornered. Sora realizes the flugels who are shooting the homing darts are standing on the floating blocks and assume they can only shoot while standing. Sora intentionally goes to an open space to say “(ma,wa,su) 廻す” meaning rotate and Sora applied that effect to all of avant heim which subsequently flipped all of the flugel's location if they were standing on a block. This made the homing missiles that they shot hit themselves. With this Sora captured about 25 flugels in one go, allowing him to get a lot of letters in one go minimizing risk.

Now Sora approaches the captured flugels to 1. get more letters and 2. to do ecchi in classic Sora fashion. First Sora identifies the difficulty to find letters in such a clustered environment and says “(yu, ke)湯気” meaning smoke and “(ra)裸” meaning naked, which made the flugels naked to easily find the letters and had smoke to cover their r18 parts. Now with new found letters Sora forms “(mu, ne, mo, me) 胸もめ” meaning touch tits so the flugels will be immobilized as they are busy touching each other.

During the game Jibril and Azril were talking about the importance of understanding knowledge and learning from mistakes. Jibril provokes Azril which makes her change the scenery into one of the

great war and an Azril like figure pops up questioning their understanding for why the flugels lost the great war and why they even exist now that they lost their master.

Sora stops Azril's monologue all together by summoning “(ya, ho, u) 野砲” or artillery, shooting a canon bullet towards Azril blowing her away. Sora from this realizes something, due to the covenants, Sora should not be able to harm Azril meaning the thing they shot was an illusion. Sora also recalls Azril's horns where she was the only one that had them, Sora also remembers how Azril changed the scenery of avant heim when they first started tag. From this Sora reasons that Azril is linked with avant heim and can change sceneries, Sora also reasons the Azril they saw was a fake and if Sora wanted to do something to her he is going to have to find her. As they fly a bunch of capture missiles aim at them and Sora and Shiro evade.

At this point they have 10 minutes remaining.

Sora is still bombarded by flugels use his trump card and says “(se,tsu,da,nn)切断” meaning cut. Sora knows words such as cut are very versatile allowing him to imagine using it to travel, attack or defend. Also a lot of japanese verbs end with a “nn” so using that up limits his options severely. This is why Sora considered the word cut his trump card and a key word he wanted to save until absolutely necessary. He slices through the space in avant heim and stops all the incoming missiles, the flugels come rushing at them and Sora prepares to take their letters through clever maneuvering only for the remaining flugels to offer it by themselves.

Sora realizes the trap Jibril has set in which Jibril knew that the flugels were a big fan of Sora, and she predicted that once Sora and Shiro showcased enough of their abilities they will naturally come to understand the value of the idea Sora and Shiro live by and end up cooperating with them to finally convince Azril the same idea.

Sora now needs to know Azril's place and he predicts she would be in the same place as the start with Jibril, as Jibril is likely talking to Azril about her idea of the unknown. They trace the scenery to get their only to realize it is blocked by floating objects, they use the word “(mi,ni)ミニ” meaning small and “(he,ru)経る” meaning get through to open a small hole and go through to get to an open space where Azril and Jibril likely are they Sora says “(hi)灯” meaning light to illuminate the space ot check if there is enough space to do what he wants. Sora can move on to this final plan with Azril but for that he needs Plum to use illusion magic but she (he) is heavily fatigued so Sora summons ”(chi)血” or blood to fuel her since she is a vampire. Finally he tells Plum his final plan and commands Plum to disguise as Sora and Shiro. He also tells Plum that before she illusions herself to mock Azril of her “lack of understanding of her sister” and “her misaligned view towards knowledge”. Sora also predicted that Jibril due to her commitment in convincing Azril likely bet her life on Sora and Shiro winning so he makes Plum mention that too.

Sora abused a loophole in the rules where teleportation magic was the only thing that was banned and not magic itself, allowing for Plum to use illusion magic.

As Plum disguises as Sora and Shiro the effects of “accelerate” that Sora and Shiro made a while ago is still present and both are flying at super speed but flies away for a moment as Plum makes her act. As Sora predicted Azril listens to Plum talk only to be triggered and goes on to tag Plum to win the game for herself but only at that moment does Plum reveal herself to be Plum not Sora and Shiro.

Sora and Shiro calculate the timing so they crash in towards Azril at exactly 1 hour after the game started so the game ends right as they hit Azril. Now Sora imbeds the following word:

"(shi,ba,ri,pu,re,e,de,co,no,yo,wo,i,ki,ro) 縛りプレーでこの世を生きろ"

meaning live life with self-imposed restrictions. Which forces Azril's physical capabilities to drop to that of humans. Sora also timed his attack exactly as the game ends so Jibril can interfere and save Sora and Shiro from crashing into the floor and obliterating themselves.

Convincing

Sora tells Azril to start her life again but this time from the bottom up. Which makes Azril make the connection that the unknown is not something she has to fear and escape but something she should embrace. What Jibril and Sora meant the entire time was something Azril did not want to admit, which was "the known can become the unknown", as the race that gathers knowledge, the unknown is their enemy but Jibril once seeing Sora's ability to flip conventional methods and ideas has adopted a new ideology to embrace the unknown the believe in the possibilities of impossibilities. Sora by making Azril experience the perspective of the weak for the first time allowed her to see how starting from nothing, she wanted to fly again and experience the highs she had, making her see the excitement towards the future.

Sora also reveals Azril's trick about Azril having the right over the flugels suicide. The flugels of avant heim was of the idea that Azril can command mass suicide of the flugels once she decided so and Sora assumes that is why the other flugels once aware of Sora's ideology wanted to convince Azril, but Sora in the phrasing realized she only stopped the suicide and allowing them to suicide does not mean causing their suicide. By revealing this Azril both laughs talking about how such a small trick fooled everyone for so long but also in her laughter admits she does not need to do it anymore as they now know they do not need to weep of the fact that their creator is dead for an unknown reason.

Now Azril accepts cooperation with Sora, commanding near a hundred flugels to search for records Sora needs. She also says that if Sora and Shiro ever need the flugels help or their race piece she can offer support.

Sora’s Strategy in Wake Up Laila

There is going to be spoilers for no game no life vol.1,2,3,4,5



Context

Sora after uniting the warbeasts and Immanity was working on diplomacy, he sent Ino and Steph to work on managing logistics in Elchea kingdom where Immanity lies while he was at Izuna’s place with Izuna, Shiro and Jibril, when a vampire race named Dhampirs came to him for help. Sora learns that the Dhampirs are near extinction as their food source is blood and other bodily fluids but the 10 covenants strictly prohibits violence towards other races, making the Dhampirs unable to eat. Sora learns the dhampir's special ability to be illusion magic. He also learns that the Dhampirs can live off of other bodily fluids but can only grow through blood, but once a person has their blood sucked they become allergic to sunlight. Plum has come to Sora for help as they knew Sora was uniting the races and did not want any race to go extinct.

He hears about another race that is currently facing similar issues, the seirens who are an only female race and require another male race to feed on sexually until they die to reproduce. They are a mermaid race and live underwater as well. Obviously no race wanted to part with any of the business with either the Dhampirs or Seirens, causing both to near extinction but that is when the two races decided to cooperate. They aimed to make a treaty using the covenants so the Dhampirs provide the Seirens

with a sacrifice using their magic to trick someone and the Seirens provide blood as they live underwater and don't really mind the curse of not being able to withstand sunlight as they already live underwater where the sun doesn't really bother them.

This seemed like a perfect plan but during the game through the covenants where both races aimed to make it a draw to fulfill responsibility to both sides, the Seiren's being a dumb race didn't understand the offer and instead won the game. Causing the Dhampirs to get an obligation so that all Dhampir males can not suck blood other than the Seirens and has to support the Seirens reproduction". Making a devastating exploitation for both races.

Now the Dhampirs could not reproduce as the male dhampirs could not grow without help from the Seirens, causing them to be enslaved by them. The Dhampirs had a solution in mind, one Seiren per generation had a unique physical condition where their sexual reproduction did not require lethal levels of soul extraction. The Dhampirs made it so the Dhampirs only reproduced with the special Seiren of that generation. This fulfilled the contract by the covenants allowing the Dhampirs to decline all other offers of reproduction and only reproducing with the one exception of that generation which they later called queen.

This system also had another issue due to another hiccup by the Seirens. One queen read a fairy tale of a queen sleeping until she finds her lover, and moved by that story made her sleep and not wake up until she would have the same fate. The Dhampirs could not reproduce until she woke up, so now the Dhampirs are at a risk of extinction and subsequently the Seiren who are co-dependant. The queen said she will only wake up once she falls in love but she can't really fall in love if she is sleeping, so she was left sleeping for hundreds of years while the Dhampir male population plummeted.

Characters
Sora - king of Immanity or the human race, currently allied with the warbeasts
Shiro - Sora's sister
Izuna - one of the warbeasts, Sora's friend and Ino's granddaughter, can tell lies due to her ability as the warbeasts
Miko - one of the warbeasts, Sora's ally and leader of the warbeasts, can tell lies and has bloodbreak which buffs her senses and physical abilities
Ino - Izuna's grandfather, also a warbeast
Plum - the representative of the Dhampirs、 a female Dhampir (?)

Deduction and Simulation

Plum said that there is only one male left but that male is very young. Plum also says to wake Laila up the Dhampirs have developed a solution, they have forged a magic spell that allows anyone to go into another person's dream and use a love spell on them. Plum promises that if Sora can wake Laila up that in return Sora will get a permanent alliance with the Seirens and a 30% cut of the resources the Seirens own. Sora finds this a bit odd, if he was on the Dhampir's side lying about a certain win strategy and fooling them to get all of their resources will be a much more beneficial trap, and thus Sora is on alert for one. He is wary if the Dhampir's and Seirens are actually here to fool him to make him a slave of sorts to the two races and goes in to challenge his hypothesis.

Sora declines Plum's deal and heads to Miko's place, he just messes around to misdirect Plum to not suspecting anything but in reality Sora was going in to test a hypothesis that the Dhampir's might

have a trap for him. During this time Plum also demonstrates the love spell and it actually works. The warbeasts can tell lies but Izuna was showing no reaction as Plum was explaining the plan, Sora assumed Plum is cleverly dodging questions to not get her lies detected, and decides to further question Plum once she lowers her guard. He secretly conveys a message to Miko saying once she enters the ocean to hold her breath and activate bloodbreak so she can listen to the heartbeats of others to tell if they are lying even underwater. This is also where Sora joins together with Miko and Ino to bring them to his journey too.

Sora agrees to a cooperation and heads to the sea as Plum says the Seiren's diplomats are sending a boat there, and although they said they were gonna come at night Sora comes up in broad daylight. He ordered Steph to make swimsuits and made everyone wear it so he can have a nice time at the beach. Sora after fucking around says he got bored and orders Jibril to split the ocean so she can find the Seiren capital city and makes her teleport Sora, Shiro, Jibril, Steph, Miko, Izuna, Ino and Plum.

Although they arrived very violently, the Seirens welcome them with dances and lead Sora to the place Laila is sleeping. Ino talks to Sora, mentioning how underwater their senses are numbed down. Sora reasons this numbing of the senses likely neutralized the ability for the warbeasts to tell lies as their ability inherently comes from their power to hyper-observe biological reactions with their senses. Plum uses breathing magic to allow the others to breathe underwater.

Once they get to Laila's bed, they are explained that to enter Laila's dream the challengers have to bet everything, Steph complaints that they only came here to help the Dhampirs and Seirens, and says betting everything is unfair, Sora calms her saying the only reason they can enter Laila's dream at all even thought the 10 covenants prohibit the invasion of the mind is because Laila wants to be woken up, but only though games. Sora says that to access Laila's dream Sora would have to play by Laila's rules and because she herself is unaware that she is the one getting saved and because she is a demandful queen, Sora accepts the condition. Sora understood the strange feeling Steph had but intentionally denied it and presented a logically sounding argument to shut her up for a moment. Sora then observes the Dhampirs and Seirens affirming his reasoning. The Seiren's say that Amira, the second in command of the Seiren, currently manages Laila's belongings so she can just give back what they might lose in the game to them so it's basically no risk.

Once the game starts, it is a school setting styled like a romance game, Ino immediately makes a confession towards Laila on the first day of school. He states his love in a nearly sexual harassment type way and Laila denies. Sora and Shiro fucks around for 40 days of the game, not taking it seriously, not even attending school while Ino continued to kneel towards Laila for 40 days straight. Eventually Ino said he will try Plum's magic and uses it on Laila but it fails, Plum says that making someone love Ino is nigh-impossible due to how scary he is, Ino loses the game and loses everything. Plum then tells Sora to try but Sora says he won't and makes Jibril force stop the game by destroying the spell that allowed them to enter Laila's dream. Sora can order Jibril to do this as when entering the game they never specified if stopping midway is allowed.

Jibril brings back air in their underwater environment so Miko can breathe and Miko reveals the results of her searching for lies and says that "Seiren's wanting Laila to be woken up" and "The part where Plum and Amira affirm Sora's explanation of why they have to bet everything" was a lie.

Jibril goes on to confirm her role, she was tasked before the game started to make sure the magic Plum said had applied its effect towards Laila as Sora doubted if the game can really be cleared with

Laila falling in love if they might have come to trap them. Jibril says the spell worked just fine and yet the game still hasn't been cleared.

Sora leaves Ino temporarily and prepares to leave, he says he will come back and so they should be wary of trying to fool him. He also says “you know what will happen if you mess with Ino” to threaten the Seiren’s to keep Ino safe.

Analysis and Analogy

Sora goes back to the shore by teleporting with Jibril and explains his reasoning for why he quit the game. Sora explains the strange feeling Steph had when playing the game, forced to bet everything.

Sora understands how the game of horse racing is a double layered game, the inner game is the horse race itself and the outer game is betting on which horse will win and it is double layered.

During this explanation of the analogy the “inner game” will refer to the horse race itself when talking about horse race betting, and refer to the wake up Laila game when talking about Sora’s situation. The outside game will refer to the “betting which horse wins” when talking about the horse race analogy and refer to the diplomatic help Sora is offering to the Seiren and Dhampir’s stuck situation when talking about Sora’s scenario. In both scenarios the inner game affects the outer games outcome but they are instances of a different game.

Sora says their situation is similar to a horse racing, the horse race its self is the game to wake Laila up, and the audience betting on it are the Seiren’s and Dhampirs who needs Sora to win, there is a double layered game going on where Sora is playing a game about Laila while there is a bigger game at play (the game of Sora and Shiro saving the Seiren and Dhampir’s failing diplomatic relation) where players outside of the games benefit hinges on the game on the inside. When Sora asked for the reward of the game Plum said "permanent alliance with the Seirens and 30% of the Seiren’s resources” but this is only the reward for the game being played outside or in horse race betting on the right horse, but in this specific scenario Sora also played another game inside which was to wake Laila up, but what was the reward? Steph’s discomfort with betting everything was that if the game was only the outside betting, then they would not have to pay chips to play the inside game as the inside games never had a reward. The reward is that Laila falls in love with you? That's the objective of the game, Laila will fall in love with you because you made Laila fall in love is not a reward, it's a result.

Sora says that Plums offer was only a reward for the outside game being played and not the inside, the inside games reward was never specified but yet you needed to put something on the line to play the inside game. Sora, when he asked Plum about the rewards, never talked about the rewards for actually waking Laila up, or the reward Laila herself made when she said she is going to make a game to wake herself up. Sora questioned, why did Plum never mention this? Plum could have easily justified the incentive to play the Laila game as once they went to Laila’s bed Amira said its no risk as she can just give back anything they lost during the Laila game but Plum never said that until they got underwater where the lie detection ability of the warbeasts supposedly nullified. Sora assumes Plum only said it underwater as if she mentioned the dual nature of the game when the warbeasts are looking it would be a lie, then why?

Also when they first met Plum said please save his race, not our race, meaning Plum only intended to save the Dhampirs and not the Seirens even though the deal they offered seemed to save both the Dhampirs and Seirens. Sora assumes Plum's plan involves saving his race from the Seirens, maybe by setting them free from the Seiren's bind.

The Seirens in this scenario were also trying to trick Sora as they were with Plum to lie about and not specify the rewards of this dual natured game. Also going back to the horse race analogy each race betted on different horses, the Seirens bet on Laila, the Dhampirs betted on Sora.

With these premises Sora forms a conclusion on the prize of waking Lailaup, the Seirens initially planned to take control of Sora and his gang by setting up a supposed certain win game, allowing them to breed off of humanity as reproduction was their main bottleneck and Sora had all the rights of Immanity. The Dhampirs planned to betray Seiren's in their plan and aimed to become free from the Seiren's bind.

If the Seirens planned to trap Sora using the game they obviously did not want to wake Laila up even though they would be able to breed with the Dhampirs again once that happens, which explains why they were trying to bait humans as alternative pray, meaning the prize is something the hinges the Seirens existence. The prize is also something the Dhampirs wanted, so it has the power to release the Dhampirs from their current binding to the Seirens.

This leads to the conclusion that the prize is everything Laila has and most importantly her race piece which allows for you all rights of the Seiren race and ability to make diplomatic games even those that bound the Dhampirs in the first place, and subsequently vice versa is possible. Sora assumed that because the game was to make Laila fall in love and because the cause of Laila falling in love will be Plum's magic, the rights of Laila will go to Plum.

Sora had a rough idea of all of this before he went underwater but he wanted to confirm everything, so when it seemed like Sora was just fucking around in the ocean, he was actually weakening Plum by exposing her to sunlight and made Miko and Jibril seem like they were playing around while subtly testing if the water pressure can conceal Miko's bloodbreak activation, then made Miko recover from it by comforting her with Shiro. Sora teleported with Jibril to avoid the boat the Seirens will send to avoid unnecessary risk and possible traps, then due to Plum being tired forced Plum to suck Seiren blood once they got to the ocean to get strong enough to use underwater breathing spells which gave Sora and his gang enough free time to compress air Jibril teleported with them so she can store it which will allow Miko to breath immediately when she needs to after she finishes holding her breath underwater and also made Jibril use a spell block on Miko so she won't be affected by the underwater breathing spell since in reality Miko is just holding her breath.

Sora finally explains how he got to realize all of this and it was how Amira never considered the possibility of Plum's plan waking Laila up, allowing Sora never underestimated the Seirens even knowing they were said to be dumb and Sora realized that they knew waking Laila up wasn't about making her fall in love, which was confirmed when Sora asked Jibril if Plums magic did work properly which it did. Sora knew the Seirens who were cunning enough to do this will never allow a situation where Plum will use love magic on the queen if it was really the activation. Sora with this predicted how waking Laila up will fail and made this entire confirmative trap.

At this point the Seirens have no choice but to consume the last male of the Dhampir as they could not trap humans and Sora has fully revealed their trick, the Dhampirs will lose their last male going extinct and subsequently it will lead to the eventual extinction of the Seirens. Both races now have no choice but to cling to other races, basically becoming livestock. However this cornering of both races to eventually force cooperation requires sacrificing Ino, it will also take some time. Sora has no plans to stick around and plans to clear Laila game without anyone's help and demand Ino in return, which will allow Sora to still have leverage over the two races while getting Ino back as he has a strict no sacrifice policy.

Sora assumes the Seirens do not want the Laila game to be cleared, as clearing means their entire race's rights will be taken by someone else, so they likely concealed the clearing objective of the game itself and Sora wants to reveal that by searching all the records of the games as he can find. Sora to find clues for how to wake Laila up sends Steph and Izuna to search the Immanity library while he goes with Jibril to Avant heim, the biggest collection of knowledge in all of disboard.

Once sora goes to avant heim, he tries to find info as fast as possible so the seiren does not think sora and shiro actually ran away, Sora plays a game with the flugels who live in Avant heim to try to get cooperation to search books, in the game of “Avant Heim Chase”. Sora also drags Plum along for the ride.

Once Sora wins the game he searches records for multiple days with no sleep until Shrio says she found what is needed to wake Laila up. Sora, upset that Shiro outclassed him in his speciality of predicting and reading others, is of low self esteem but Shiro says that Sora has big work to do.

Return and diplomacy

The gang returns to Oceando where the Seirens live, they make a pledge to clear Laila’s game and promised to not let the Seirens nor Dhampir’s go extinct, so the Seirens and Dhampirs happily returned Ino and allowed Sora to play the Laila game.

Shiro figured out that what Laila wanted was something she never had, which was a person who would disrespect her. Due to her being the heir to the throne no-one would dare resist or disrespect her but in her heart she was a masochist waiting for someone to mock and disrespect her. Shiro makes Jibril rain hellfire in Laila’s dream while Shiro tells Sora to act like his usual self and Sora just talks shit and is a mocking and annoying person towards Laila naturally.

After Sora exits the game Laila is woken up, and is now in love with Sora.

Because Sora got the race piece of the Seiren both the Dhampir and Seiren's fate reside on Sora although Sora can not extinct these races he does have enough leverage to offer cooperation.
Sora merges the Dhampir race and Seiren race to his Elchea nation which gave a lot of resources to the nation of Immanity allowing the human race to have relatively equal footing to the warbeast's technological advanced nation, balancing internal affairs as well.

Sora returns everything Laila has since Sora technically owns everything Laila has due to him clearing the game, he only demands one obligation from the Seirens which is to form an alliance with him. This return allowed for Sora to dodge the final trap set by Plum.

Sora now has a one-on-one meeting with Plum where both sides reveal all their tricks. Sora said Plum was the final male of the Dhampirs and has been deceiving his gender the entire time. Sora started to notice this around the time when he first met Plum and Plum said “please make Laila fall in love, we even prepared a spell for it” Plum never phrased it so he mentions waking Laila up nor if the love spell was a certain win. Sora in the conversation with Plum repeatedly highlighted the word certain win to try to get Plum to say the game is certain win but Plum never mentions the success rate, leading Sora to think Plum already predicted that Sora will fail. This allowed Sora to know Plum knew Laila could not be woken up by a love spell and was trying to force someone to clear the game for him.

Sora also asked why the Dhampirs do not do it themselves and Plum responded that the last male Dhampir is not old enough to reproduce and thus can not seduce the queen. But Plum is way too vague in this answer, never refers to who is the last male and too young? In what kind of perspective? In this world there are nigh-immortal beings so Plum, not being specific, implied to Sora that Plum is trying to phrase the last male in an ambiguous way, likely to avoid detection from the warbeasts that he is the last male. Sora specifically mentioned “you guys” when asking why the Dhampirs never do it but Plum just switches topics to talk about a male without talking about himself.

This hypothesis also affirms Plum's initial statement when he first met Sora, he said he needed Sora’s help and only he can save them. It was something odd as it could have been other people but assuming Plum's hidden intentions it was true that only Sora could do it. For Plums supposed plan he needed someone who can deduce how to clear Laila’s game which Sora has proven capable after he clears the warbeasts hidden game before, It also has to be someone who the Seirens can use as pray and the only race that may become Seirens slaves are the race below Seiren which is Immanity, and Sora has all the rights of Immanity so he qualifies. Sora with Shiro deduced all of this before he actually went to Oceando.

Sora intentionally says the opposite, affirming Plums lies in front of Miko who would be able to tell Sora’s lie and deduce what is going on. Sora did this as when Plum was asked questions about the situation for if its A or B, Plum will say not B and never affirm A so he never has to lie.

Even after knowing all of this, Sora to clear both the races needed to follow along with Plum's plan and only countered Plum's last trap. Plum's last trap was for Sora to clear Laila’s game so he received everything Laila owns which also included Laila’s responsibility to feed the Dhampirs with her blood. Since Sora is the representative of Immanity Plum and the Dhampirs could capitalize off of Immanity’s blood to live and grow. Sora countered this by giving back everything Laila owned including her race piece and all of her responsibilities back to her once Sora cleared the game and when Plum wasn't looking. Sora knew Plum could not predict his tactic as to any other person besides his close people, Sora is a weak human and most will consider his dreams to obtain all races without taking any of their race pieces to be impossible, which is why Plum will not consider Sora passing on an opportunity to get a race piece.

Sora with this made the Dhampirs still reliant on the Seirens and because the Seirens are in alliance with Elchea, the Dhampirs are forced to join his federation too. Plum reluctantly now cooperates with Sora and the Seirens cooperate with Sora too, Laila is in love with Sora and along the way Sora also got the cooperation of the flugels in Avant Heim chase.

Sora’s Strategy in Holou Sugoroku

There is going to be spoilers for no game no life vol.1,2,3,4,5,6,7,8
There is a table of contents on the document tab btw



Context

About the docs

It will only explain the minimum amount of storyline necessary to understand the strategy. You may need additional context from the LN or anime for information about world building. As a minimum understanding of the world building, just know that the objective for all living things and gods in this world is to gather the race pieces to challenge the one true god, another key detail is the 10 covenants, which I will just paste below.

1. ***All murder, war, and robbery are forbidden in this world.***
2. ***All conflict in this world will be resolved through games.***
3. ***In games, each player will bet something that they agree is of equal value.***
4. ***As long as it doesn't violate pledge three, anything may be bet, and any game may be played.***
5. ***The challenged party has the right to decide the rules of the game.***

6. ***Any bets made in accordance with the pledges must be upheld.***
7. ***Conflicts between groups will be conducted by designated representatives with absolute authority.***
8. ***Being caught cheating during a game is grounds for an instant loss.***
9. ***In the name of god, the previous rules may never be changed.***
10. ***Let's all have fun and play together!***

The debts of a game will be collected against the person's will, and it is not a mind control, it is more of a reality control, as even if the person does not remember the contract, if they have made it, it will always be kept. These are the fundamental world building knowledge, although more may be necessary for a full understanding.

The doc will only go over Sora's feats, other characters may be referenced for understanding but would be ignored if it is not significant to Sora's schemes.

There may be translation differences as I have never touched the english version of the book.

For most of the docs Holou and Old deus refers to the same god that Sora is fighting, although in the end after the game concludes the distinction is necessary. Old deus is the race, and one of those gods in that race is Holou.

I will also use the word traitor and imposter interchangeably.

Players

Sora - main character, current king of the human race and thus has the right to bet the "race piece" which basically means the rights for humanity. The race piece is needed to take on the game with the one true god. Note, the one true god is different from old deus, they also are a challenger, or atleast a player that is trying to challenge the one true god. Also note, immanity basically is the humanity of this world.

Shiro - Sora's sister. Inhuman fsiq. Sora and Shiro basically have to stick together for both of their sanity sake.

Steph - allies of Sora and Shiro

Jibril - allies of Sora and Shiro, 6000 years old or smth. Has experienced the "great war". Also is a overpowered angel that can fly, bomb and teleport. Has lost a game to Sora and Shiro before in "world connector" and has betted away all of her rights.

Ino - One of the warbeasts, the warbeasts have the inhuman senses to detect when others are lying. He also views Sora as a threat to his granddaughter

Izuna - Ino's granddaughter. Also has warbeast senses as well as superhuman strength

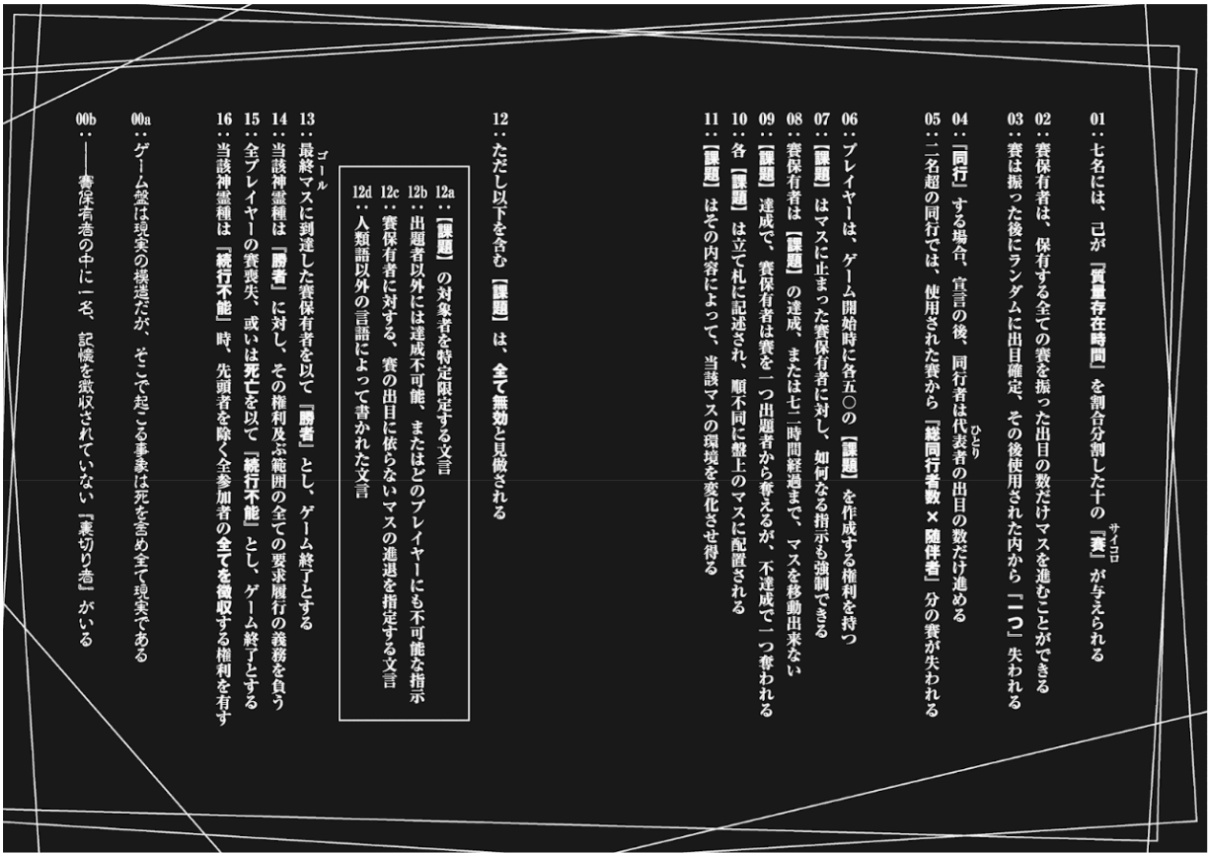
Plum - a vampire race. Technically an ally of Sora although it was more forced than on choice.

Old deus - a near-omnipotent god, its existence is more closer to an abstract concept than a lifeform. Also known as Holou. I am pretty sure they are gender neutral but due to her appearance I will be referring to it as a "she".

Chlammy and Fiel - two characters that are trying to also gather influence like Sora. Both are from the Elve country and Fiel is a capable Elf magic user. Chlammy in the past has shared memories with Sora.

Laila - head of the seiren race, is in love with Sora. Also the seiren race and the vampire race has a alliance that exploits the vampire race's rights

Rules



The phrasing is very important as the subject pointed at is a key clue for uncovering the true nature of the game. Below is the translation.

1. **Each of 7 participants start off with 10 dices, each equals to 1/10 of their ‘Mass of Existence Time’**
2. **Dice holder’s can roll the dices and are able to move forward base on what the dices come up with**
3. **Dice holder who rolls the dices, loss 1 dice after rolling**
4. **Players can choose to “accompany”, which a representative of is required and only he may roll the dice**
5. ***When there are more than 2 players in an accompany group, you loss “k been numbers of people in an accompany group, [k(k-1)]” dices, instead***
6. **At start of the game, each player able to create 50 “Tasks”**
7. **Dice holder(s) who stopped at a square, must perform its designated Task**
8. **Dice holder(s) need to complete the Task within 72 hours, they cannot leave their square until complete or timed out**
9. **By result of Task completion, dice holders gain or loss 1 dice to each other**
10. **Each Task is to be described on a notice board, place on game board in different order**
11. **Task may cause change of environment on the square**
12. **A Task is considered invalid if: target particular participant, unachievable by at least 1 other participant, instruct participant to move forward/backward, or not written in Imanity’s language**
13. **Participant (Dice holder) who arrives at the finish point is winner, thus the game ends**
14. **The Old Deus, *Holou* will fulfill all wishes of winner to the best of her capabilities**
15. **If all participants loss all dices or died in the game, the game ends due to the players being in a state of “unable to continue”**

16. **When the game ends in “unable to continue”, The Old Deus, *Holou* collects and owns everything of all but the leading one**

Situation

Sora and Shiro plan to challenge a god, as their help will be of use. The game they play with a god involves Sugoroku, which is a popular board game.
You have a piece of your choice and you will have multiple players playing the same game on the same board. The board is a line of boxes that you slowly progress through. In the game you have a set of dice and you roll the dice and move the amount of squares the dice shows. All the players take turns rolling the dice and moving their pieces. There are challenges on each box and you often receive punishments, rewards or challenges when you step on each box. If you get to the end you win.

The game is a modified version, with the main difference being. The players are the pieces, moving on the board by themselves. You don’t take turns rolling the dice, everyone has their own and it's a free for all.

Sora aims to clear the game with no casualties, even if they are strategically efficient, Sora has a strict “no death” policy.

3 betting chips to start this game was :
The players will have their memories of the past 24 hours suppressed for the duration of the game.
Miko’s life will be taken as an initial bet of the game.
Each player challenging Old Deus will bet their race piece.

Old deus / Holou states that they will be waiting at the end of the game.

The Strategy

Elve Issue

Before the game starts Sora knowing that he shared memories with Chlammy, knows they will attack soon when they start the game with a Holou. Sora also knew Chlammy will know what time to attack his nation as he predicted that Plum will try to exploit the elves as the elves are his favorite race to eat off of, so by involving Plum to his game with Old deus Sora knows Plum will involve Chlammy and Fiel outside of his game. Sora knows this because he planned to fight Holou way before he exchanged memories with Chlammy. Now because Chlammy shared memories with Sora, Chlammy is now aware that Sora is not present during the duration of time in which Sora fights Holou. Because the alliance between the country of the warbeasts and immanity is led by Sora, and also because Sora and Shiro are the strongest gamers in that country, a time where the two are missing is when the nation of warbeasts is most vulnerable. The elves aim to attack the nation of the warbeasts as they have knowledge that puts them in high leverage against them , which is the contents of the warbeasts secret trump card which is a “definite win game” they made, which is just a video game with cheats on. They plan to use that leverage to extort the warbeasts into a losing game to give up all of their major resources. Since Sora and Shiro share resources with the war beasts he needs to prevent this. This strategy is Sora’s solution to the issue of “he can't defend his country when he is playing a game that may take months”. He also anticipates that Plum, who is not happy with the current state of his situation, will aim to gamble against Chlammy and her backup Elf Fiel, as Elve blood is his favorite. His intentionally invites Plum to this game as he knew Plum will leak the games timing to the elves, Sora wanted this as not only will it be an easy way to control the timing when Chlammy and Fiel will

attack, making it easier for Sora to counter the two's eventual attack but he wanted them to attack him as his counter will allow him to dismantle the elf country easier later.

To counter this eventual attack and conflict between Plum, elves and the warbeasts, Sora prepares to clone Steph using the power of old deus, making fake Steph play the game with Sora and makes real Steph join the confrontation between the elves and warbeasts, he also instructs Steph to bring Laila with her. Laila is in love with Sora, so Sora can make her bet her life whenever he likes, he manipulates Laila saying that she is his ace card and that he would give her what she wants if she follows through on his orders.

Sora asks old deus to clone Steph and makes the real Steph take care of the mess with the Elves. After Sora loses his memories, he still knows that he planned to use Steph in a different scenario even after he loses his memories and when in doubt that there is one imposter among them and he can deduce that it's Steph as he knows she is not a player within them. Sora trusts everyone to not betray so the only reason anyone will betray is if they are unaware of it. No one will want their memories to be changed so the only player who is unaware of the betrayal they are committing will be the one whose existence is fabricated.

(abductive reasoning, social awareness, psychological profiling, EU)

Sora by making a player he knows will be cloned will allow him to prepare for unexpected scenarios. In this game since Sora will lose his memories, Sora coming into this game was always in the assumption that he will allow his memories to be suppressed if that's the requirement to play a game with Old deus. If the game actually happened, Sora knows that Old deus has likely been betrayed by Miko as Old deus was in Miko's body and Old deus is fighting a battle Old deus really doesn't need to. If Old Deus was betrayed by a host she spent so much time with she may start to doubt everything and so Sora anticipates the possibility of a game that tests trust and doubts. The most common form of that is someone being a traitor, if Sora can isolate one variable (Steph) to definitely be fake by pre-planning his moves before the game even starts he will have an information advantage.

(strategic control, self-awareness, planning length, falsification)

Now Sora has isolated the variable of Steph in his game and plans to use the real Steph to make care of another problem. The negotiation between the elves and warbeasts happens mid game, as there was a loophole that allowed for players to get out of the game during its duration. The negotiation happens parallel to the game playing out. Out of the players, Ino is at the country of war beasts negotiating with the attacking Elves, and Plum out of nowhere comes along, revealing that he was there from the start and that he is in control of the situation. This is all a part of Sora's predictions. Ino has exited the game with Holou via a loophole and now, had a hint from Sora that Miko is still alive, with this Ino still has his will to serve his nation. Sora gave Ino information that Miko is still alive because he knows that Ino is loyal to Miko and the two had a great relationship during the forming of the country of warbeasts. Ino with new found loyalty to the nation of the warbeasts will try to hold off the war with the elves as much as possible, Ino's full cooperation is a necessary part of this strategy, and Sora during the game is aware of Ino's necessity and thus has intentionally left Ino a clue which I will explain later.

Sora via multiple predictions have formulated a winning tactic and With this Sora stops the Elves, the warbeasts and Plum, by completely seeing through Plum's tactic. Sora knows Plum is a capable

strategist, so Plum will not go against Fiel, a capable magic user with no plan, and predicts that Plum will create a loophole in the game with old deus so Plum can exploit Old Deus's hax to strengthen himself to be able to counter an elf. Plum does exactly that and with the loophole of the rule, allowing for his soul to get out of the game and join the negotiation happening in the different place, he also basically does a limit break and starts to dominate the situation with the warbeasts and elves, using his heightened magic capability.

Plum basically made it so he overpowers both sides with magic to see through their intent and threatens everyone to boycott the entire negotiation by leaking the leverage the elves have. No one can stop Plum while Plum can defeat both sides' intentions in one move, with this Plum has the highest leverage in the room. If the elves lose their leverage they can't wage war against the warbeasts and the warbeasts can't win any future games if that intel gets leaked, so they have no choice but to follow Plum's orders. Plum plans to incorporate his gains into the game no matter what, Plum threatens everyone to structure a game in which whatever happens Plum benefits the most. Sora predicts plum will structure the game to be rigged so he benefits the most, but that's when Steph shows up with Laila as Sora planned. Steph reads out a message from Sora that basically goes, "as an additional demand from the elf side, demand Laila". Of Course Sora has no say in what the elfs demand, he just made a mere suggestion, that the elves should demand Laila. Sora made Laila one of the demands from the Elf side and made Laila agree, as Laila follows Sora's orders, with this the warbeasts and Elves had no reason to disagree. He basically told all the people there that "I allow the warbeasts to bet Laila", with this the elves could just demand Laila as neither the warbeasts or elves really want Laila, the warbeasts similarly can just bet Laila without much consideration, now the situation has changed in which the elves are also demanding Laila and the warbeasts just accepted, the only thing that changed is Plums position. For Plum the elves were a massive resource, but for him Laila was his species lifeline, so losing her was never an option. And because Laila agreed to be bet by the warbeasts, Plum has no choice but to make the war beasts win, as if the elves took Laila he and all of his kind will be dead. This is because he was threatening the elves right now, so Plum isn't in good terms with the elves and also because the elves benefit nothing from the vampire race (Plum's race) so it's likely they do not bother helping him and his kind, or just extort the ever living hell out of them. With this Plum can no longer extort any of the people in the negotiation room due to him being in the biggest risk and is now forced to make the war beasts win with all of his power, for free, just to keep his life. With this Sora has completely sealed off all possible escape routes for all parties involved as if anyone decided to not participate in the Laila bet, either Plum takes all, or for Plum himself, loses it all. Because now Plum has to cooperate with the warbeasts, it's definite that the warbeasts will win, making the demands from the elves gone and the interference from Plum nullified. This all happened with one message from Steph.

He also mocks the ever living hell of everyone there just as an extra.

Finally as a finishing nail, Sora and Steph send official cross country letters to the country of Elves. Notifying that Chlammy and Fiel betrayed the country and started a war with the warbeasts. Sora sent a letter that will arrive about the same time as Chlammy attacks, as Sora predicted that Chlammy and Fiel will lose. He also notified of all the betray the two were doing against the country of the Elves, because Sora, when he shared memories with Chlammy, showcased to her that deceptive means are most effective. Sora knows what kind of plans Chlammy has made as way before he has shared memories with Chlammy, so he knows how Chlammy will analyze the political state of the elves. This made it so when Chlammy was gathering influence in the country of elves, Chlammy made a lot of politicians and powerful people betray each other. Once the intel is leaked of all the schemes

Chlammy and Fiel was doing, the country of Elves will likely be separated forever, with all the betrayal and backstabbing the politicians and powerful people were exposed in doing. Sora with this gains Chlammy and Fiel as an ally while weakening the enemy nation.

(EP, EU, FRI, Social awareness, Tactics, Strategy efficiency, Strategy Alignment, Strategy effectiveness, Strategy foresight, Prediction, Strategic analysis, Abstract thinking, Holistic thinking, Linear thinking)

Rule making phase

Sora, when making the rules, realized that it would require everyone to betray each other to properly clear the game. Sora predicts how himself without the memories of the past 24 hours will move, and so anticipates that he will still think of the same method, which is “To make everyone betray each other”. With this Sora has a major issue as a weak human being, almost any task the others can think of will be impossible for him to clear. If everyone is against everyone, he cant make all of his friends just make all the tasks super easy, he has to clear them. so rules were put in place such as “you can't add a challenge in which you yourself can not clear”, “another person also needs to be able to clear”. This left a loophole in the rule where if you have an advantage no one else has and at least someone else has that exact same advantage you can make impossible challenges for other people. In this case Sora has prepared for the possibility for him to create impossible challenges for other people beside him and shiro. as both have an advantage of “different world knowledge”.

(Abstract thinking, Systematic thinking, Application thinking, Critical thinking, Foresight, Anticipation, Preclusion)

In Queue

When the game starts everyone loses the memories from the past 24 hours. Sora has to now deduce the accurate situation from the rules given. He knows the game started because Miko set up this game with the old deus, and because it's likely that both sides had deciding rights for starting the game, rules will be made with each player's intent. He realizes that the rule that 2 players can stick together is definitely by him as he needs to stick with Shiro. He also knows that the rule for “mass existence time” is specifically that because using his abstract reasoning predicts that it is pointing towards his physical existence and with the power of old deus can retain his soul even after he loses all of his mass existence time. Sora understands that people can afford to die as long as at least someone clears, if anyone clears no casualties will be permanent. His prediction is further affirmed by rule 15, “if all players die or lose all their dice”, meaning the act of “losing all dice” does not directly equal death.

(Analytical thinking, Self-awareness, Metacognition, Abstract thinking, Associative thinking, conceptual reasoning, decompositional reasoning)

In one of the rules it mentions an imposter with no memory wiped from he or she, Sora now realizes there is an “Imposter problem” to be dealt with, so now Sora needs to devise a strategy.

Sora first tells Steph that he is a trustable person and would never sacrifice anyone, and that his pro gamer skills will clutch up this game, with this Steph hands over 9 of her dice. With this Sora tested if

having more than 10 dice could increase his age, which it did, and he would later be used to Stephs 9 dice to coerce Steph.

He needs to coerce Steph as she is likely the imposter and her existence is needed if Sora tries to use the finishing blow he has in mind.

His idea of the "finishing blow" using the imposter is affirmed by rule 5 "***When there are more than 2 players in an accompany group, you loss "k been numbers of people in an accompany group, [k(k-1)]" dices, instead***" This rule makes it so going along with 2 players is basically no impact as you just consume 2 dice per turn, meaning you do not need any extra dice, but once your group becomes 3 you suddenly consume 6 dice, making it a lot less efficient. Sora reasons that the rule allowing for 2 players to stick together was definitely by him as he and Shiro need to be together, also there is no incentive for any other player to bring another person with them, as there is a risk of that person being the imposter. This raises some questions, why in the rules is it possible to bring more than one partner? Sora only needs Shiro with him right? and why is it that going with 2 other people suddenly increases the consequences so highly? Sora predicts that past-self needed the imposter with them as a part of the strategy to beat Holou, he also predicts that the reason the consequence for 2 more people is heavy is a trap from Holou to disincentive the partnership with the imposter. A sort of reverse psychology / deterrent type trap. Sora and Shiro will always be together, so a party of 2 will definitely be formed, but if in any circumstance someone forms a party of 3, it means they are willingly taking on the risk to bring the imposter. Sora realizes this is Holou's way of making it so bringing the imposter is a risky move. Holou wants to test trust in this game, and Sora predicts that this is Holou's way of asking "even in uncertain circumstances will you take the risk to trust a possible imposter?". This confirms that 1. Bringing the imposter with them is a part of the win condition, re-affirming Sora's final move to be true, and 2. Holou does not expect the players to trust the imposter, which is a key factor in the final move, and the convincing of Holou later.

(Foresight, Prediction, Strategy formulation speed, critical thinking, analytical thinking, psychological insight, abductive reasoning, inductive reasoning, confirmation)

Sora's hypothesis of Steph being the imposter is further confirmed by the number of players. In a game for both parties to have equal betting, there is no way Sora, Shiro and the others' lives match up to "the right to demand anything from Old deus", the power balance isn't maintained. Sora's side has Flugels, warbeasts and humans but that is nothing compared to the power and value of an Old deus. Sora assumes the only thing living up to the power of Old deus is the race pieces that he owns. If each players joining requirements were to submit a race piece then:

Sora and Shiro : immanity race piece as they are the king and queen
Jibril : she is the core members of the flugel council, so she might be able to bet the flugel race piece
Plum : head of the vampire race, likely can bet that race piece
Ino : Because he is a ally of Miko and Miko bet her own race piece he can probably join
Izuna : Sora and Shiro have one race piece left over, from Laila. Laila is the head of the Seiren race and therefore she can bet her race piece.

With this there are simply not enough resources for 7 players, assuming Sora and Shiro are a pair, there is only enough for 6, so how are there 7 players? It's likely that the 7th player is a fabricated existence which supports Sora's hypothesis of Steph being fabricated. Sora also knows that if he needs to fabricate one player, he will make it someone who is not good at scheming. This is because Sora

hypothesizes that the requirement to clear this game is for all players to betray each other; if someone isn't capable of betraying others, they should not be a player in this game. Sora knows that Steph is the least capable strategist and thus it further supports his hypothesis that Steph is not a real player.

(analytical thinking, critical thinking, linear thinking, abductive reasoning)

Because they had their memories wiped, it is possible that the rules the Old deus told them is entirely different and is just a misdirection although Sora knows he would never approve such a scam, so the rules being told are true to an extent. Sora analyzes the situation as something similar to the prisoner's dilemma, the group's whole benefit will be to cooperate but the best for the individual is to betray as there may be a hidden rule to win. Sora sees through this and thinks beyond the rules as what is necessary right now is to have a common standing ground. Instead of everyone cooperating Sora decided everyone can betray each other, that way there will be no doubt to do, everyone works for themselves, this game Sora assumes is a game to display trust, which will be explained later.

Sora first says that if everyone cooperates they can win the game, as if all players write the tasks for each square the total square will be 351, and if everyone gave 9 dice to one player, it could end in one turn. By mentioning cooperation and not the imposter, he can naturally swey the conversation to mention the imposter, if everyone reaches the same conclusions by themselves it's easier for him to convince them of the imposter issue. He bluffs that he is the imposter and reasons why everyone else can't be in the most brutal way.

Steph
- Sora knows she is sick of getting treated as a nobody by Sora
- Sora calls her out as someone not even worth considering as a capable enough opponent to betray everyone

Ino
- He already hates Sora
- Mocks him for not having a strong enough gut

Izuna
- She wants to fight Sora again
- Says she's too incompetent to beat Sora and Shiro to trigger her emotions

Plum
- is frustrated that he couldn't beat Sora in the last game
- says he got destroyed by Sora in the last game and implies that his strategizing was bullshit

Jibril
- She doesn't really intend to betray Sora, but Sora needs her to for the time being.
- Says that Jibril will never betray her masters Sora and Shiro in a sarcastic tone so Jibril can get the hint that Sora wants her to betray him for the time being

Shiro
- He knows she will never betray him
- aims to be with her throughout the game

With this everyone gets super pissed at Sora and just leaves. Sora sets the uncertain variable of “someone might be betraying”, to one clear state, “everyone is betraying”. Much more simple. Also Sora isn’t stupid. As everyone else, although angry, knows Sora was just acting, the warbeasts through their inhuman senses and even Steph saw through that terrible lie. He just needed everyone to be on the same page and gave them a little motivation to do so. Aside from Ino everyone doesn't actually hate Sora.

(bluffing, fabrication, direct manipulation, EU, EP, EM, EF, Planning aim, Strategic control, information control, Artificial prediction, holistic thinking, Relationship management, Social Engineering)

After making the rules for his squares, he notices that the rules were made so it would be fair for him to play with the other players. With this Sora makes most of the tasks impossible ones that only he can clear, he also sets up a few tasks that if he clears will give him a bike for better travel. Sora at this point do not now how the Sugoroku game will look like, but assuming that old deus has near omnipotent strength and that he himself is the pawn on the board, he is planning for a contingency in the case that the board required a lot more travel than what is possible by leg.

Sora also notices that the rules for “the first in line in the game will not have their ownership taken” is not a rule encouraging players to be number 1 in line, but actually a rule so Holou can take Miko out of the equation as Holou said she will be waiting in the finish line, and Miko’s body is with Holou.

(analytical thinking, associative thinking, preclusion)

Mid game

Once the game starts the board is much larger than Sora has thought, with each box spanning about 10 km in length. Sora, once realizing this, gives an act to give up, and Steph with no dice besides 1 left has no choice but to convince Sora to actually play the game, or she would just disappear. Sora knew that he sometimes would throw games and knew that Steph would not allow him to, so he exploited this fact to make Steph obey his orders if she wanted Sora to move. Sora forced Steph to pull both Sora and Shiro on a carriage. With this Sora and Shiro go on the adventure to the end, while bringing a supposed traitor / imposter.

(social awareness, indirect manipulation, planning length)

The entire 2 volumes mainly consist of them departing on the journey so I will divide it into 5 key sub-plots to easily understand. And one sub-plot, Jibril's betrayal is too big for this section so I divided it into a different section but it is also something that is happening during the game.

Too weak to survive



Sora identifies that the greatest issue plaguing the 3 is not the challenges, or finding the imposter or maintaining the amount of dice, its starvation. As the trip will likely take months, the 3 are going to dehydrate and starve quickly. Sora observes that the surroundings are a copy and paste from the real world disboard and because it's just a replica no one owns anything here, with this Sora orders Shiro to calculate in which place Sora and Shiro are to identify key resources. Sora also learns how to craft a nicer carriage. Sora also for the duration of the game made it so Sora holds the majority of the dice, and Shiro and Steph hold 2 and 1 respectively. This was because one adult and 2 children are much more food efficient than 3 teenagers. Sora gave Shiro 2 as in the case where one of Shiro's challenges gets cleared the second dice can act as a safety net, Steph only has one as Sora knows Steph's challenges will not come up until the end.

(critical thinking, pattern recognition, inductive reasoning)

Soras challenge analysis

Sora analyzes what kind of challenges everyone else is putting. Sora realizes there will naturally be patterns on what kind of rules people will make. He assumes that there will be no "die right this instant" type missions. The mission content is forced upon by Old Deus so if the mission states to die this instant you do die. But in one of the rules it specifies that the challenges can not be limited to a specific player. So if you want a challenge to involve death you also have the risk to step on that challenge. Also because the person dying means the challenge was successfully executed the person who made that challenge will lose a dice, making it not beneficial for them, also if that player dies right there it will mean the remaining dice they have owned will be left abandoned in the middle of nowhere, wasting dice.

Sora assumes that a lot of the challenges are going to be ones that will take time but are possible since it does not go against the "no impossible challenges" rule. Sora knows that warbeasts and flugels (Jibril's kind) have superhuman abilities so they will be able to do the challenge in no time. His guess is proven right as the signs show games that require crazy time like "count all the hair in your body", which is only possible to be finished quickly if you have superhuman senses like the warbeasts.

(Prediction, logical thinking)

Ino and Plum attempted Murder



Betraying all expectations, Ino goes on to write death challenges. The challenge basically goes as “cut off a penis and die” (in japanese the language sounds a lot more natural), Sora instantly deduces who wrote this as the only person who likes these low level concepts and wants to kill Sora is Ino. Sora reasons that Ino’s intent is to kill him, and because Ino does not want to kill his granddaughter, he made a task that specifies men. Sora, knowing Ino has superhuman hearing, screams out his message to notify his mistake. Sora says Ino never specified the subject of who has the penis, so it can very well mean to take the penis of another animal and die anyways. Ino panics and asks Sora for help so Sora asks for the content of all of his challenges. After hearing it all Sora realizes, Ino never specifies any of the subjects in specific, so the message will have no effect on anyone. He uses the analogy of a contract with unspecified dates and details for explanation for why Ino’s tactic will not work.

(extortion, psychological profiling, analogical thinking, concrete thinking, VCI, Verbal reasoning)

A similar thing happens with Plum, a challenge appears in which it states “the challenger is teleported on top of Lava and now has to fall and burn”. In this case most people will just die not burn, so it's a death challenge and yet if the participant dies the person who made the challenge still gets a dice, a reverse of the reverse type logic. Yet Sora still assumed there will be no death challenges even thought he knew this type of challenge was possible, this was because the fact that the “dice the killed person had” will still be lost remained the same, negatively affecting the rest of the players as the total dice pool decreases, leading to less chances of cooperation. Sora realizes that in the challenge it never specified “what” burns, so he steals Steph’s underwear and throws that to the lava so the underwear burns instead. He realizes that Devilish acts like this will only come from Plum, yet questions why Plum who isn’t an idiot like Ino and has critical thinking will make a challenge with a simple loophole. Sora knows Plum can fix loopholes as in the challenge it is specified that the challenger is sent up not anything else. Sora sees this as Plum asking everyone to just take all of his dice. This type of challenge makes it so anyone involved will immediately have to clear it in a short amount of time, so no one will try to stall for 72 hours. This means this challenge will be most efficient at taking away Plum’s dice. Sora with this information can be rest assured that his plan with the elves and real Steph is going as predicted, since one of his predictions “Plum will try to leave the game in a way that strengthens him” is aligned with Plum's actions.

(critical thinking, VCI, Verbal reasoning, psychological profiling, psychological insight, Bait, Fabrication, Information gathering)

Ino attempts to murder Sora、again (wtf). When Sora is in the square of another Ino challenge that basically involved the challengers penis to be torn apart, Ino says to Sora that “although the challenge never specified the person, so it could not force you to tear your penis apart, the challenge does say that a penis will be torn apart, so the protection from the 10 covenants will not prevent my attack you tear your penis apart personally”. Sora realizes that this is a bluff, because if a challenge does not force you to, it still does not directly state that a person can tear apart another person's penis so Ino’s reasoning is flawed. Sora realizes that Ino accepted the fact that Miko trusted Sora and Shiro to clear the game and in which case Ino has come to give Sora his dice and say a final goodbye to him. With this Sora gains enough dice to achieve the strategy he wants while giving Ino a goodbye. Finally, Sora knows his plan with the elves is going successfully, so he plans to execute the remaining part of the strategy, for which he needs Ino to fight for the warbeasts. For Ino to not give up hope Sora drops a hint that Miko can be still alive, and that there is purpose for Ino to stay loyal to her nation. He says “why do we not lose our memories even when the dice is the representation of our lives?”, after Ino dies and realizes his consciousness is still there, with the hint from Sora he can realize Holou only takes people's physical body and their soul is still intact.

(critical thinking, cold reading, resource management, psychological insight)

Dice manipulation

Sora knows that the numbers that come out of the dice were stated to be random, but that randomness had to come out of somewhere. Sora assumes that the randomness is not coming from Holou, as then Holou can just manipulate what numbers everyone gets, he also assumes it's not just physics for rolling the dice, as then any above-human beings such as the warbeasts and Flugels will easily manipulate it. Sora assumes the Dice is based on some pseudo-random number sequence in which was decided by the players beforehand, and because everyone had their memories of the rule-making phase erased Sora would not know better. A pseudo-random number sequence is a certain value in which the randomness is based on. Past Sora knew Current Sora will want to manipulate the dice rolls, and Current Sora assumes past him will choose a value that Shiro can keep track of. Sora assumes the value that seems impossible to anyone but is actually possible by Shiro is probably “steps taken in-game” or “time passed”. Because in the rules it never stated to roll all dice at the same time, Sora and Shiro alter the variables and test out the dice result so Shiro can deduce how to roll the number they want at will.

Jibril’s betrayal, The Great War

Several days before During a night stay, Jibril pays a visit to Sora and asks Sora, if a person who has the same memories but a different consciousness be considered the same person, and if Sora will still love his sister if her consciousness was different. Sora denies that possibility of considering Shiro for a different person but at the same time doubts why Jibril is suddenly asking these questions. He then figures out that Jibril mostlikely also has her memories erased and one possible reason could be that she is a special form of life and her soul is directly linked to her physical existence. Since she is an artificial angel and not human it's entirely possible, then in her case if she loses her dice below 10 she may lose her memories, which would explain why Jibril is asking such philosophical questions. In the game the other players do not lose their memories even when they lose their age as their soul is

different from their physical body, although Jibril who is a type of angel has no separation between the soul and physical body, thus her memories get erased when she loses dice, which is what Sora reasons.

(abductive reasoning, EP, EU, abstract thinking, decompositional thinking, conceptual thinking, causal reasoning, categorical reasoning)

Jibril, not wanting to lose her existence nor her memories with Sora and Shiro, plans to do a few things. First she steals a few dice from Sora and Shiro, since both trust Jibril and only really think of dice as just something you need to have enough of, she takes them relatively easily. After a few days, when the 3 left the cabin, cleared a few other challenges and then stepped on Jibril's challenge, her gamble started. Before the game starts, during the challenge making phase, Jibril planned to see what her masters will do in a situation like the great war and also aimed to test how far immanity can go in the great war, she decides to abuse one of the challenges she made. The challenge was that the player who landed on her square needs to complete a game with Jibril and she imposes a few restrictions, first she took enough dice from Sora and Shiro to regain all of her memories, then using the rule of Sugoroku which is that you can alter the environment to create a simulation of the great war, finally she uses her self as a shield making it so if she loses she dies, and if either side loses the losing side dies. With this Sora and Shiro's "always win" rule and "don't make any sacrifices" rule are at a contradiction, and Jibril aims to utilize this so she can maintain her memory of Sora and Shiro even when she knows she can't win against the two by using her own life as hostage.

Now Sora is in a situation where he has to beat a war game Jibril is proficient in while being at a military strength disadvantage as his units are mere humans while Jibril's units are war machines that are out of this world. He also can't lose as he'll die and he also can't win cuz he'll let others die. There is a surrender option but if he does so he will have to give up all of his dice, eliminating him from the game.

Here are the specific rules for the game.

- You have to destroy the opponents capital city
- You are a military leader and you can give commands to your army
- There will be other races present in the simulation, and will behave as if they are those races
- If your capital city is destroyed you lose
- Steph, Sora and Shiro commands the immanity race while Jibril commands the Flugel race
- The simulation is a real time game, and Sora, Shiro and Steph are all in child form
- In the game the time runs faster 1 second for Sora and Shiro is 8 hours in-game

Adversities within the game

- Human units are so weak that the occasional and random death wind can kill an entire army
- To command your race you have to write down said command in a piece of paper and throw it in a box but the 3 are too small to do it in one move, constantly requiring them to run small distances
- Flugels at 5% output survives hydrogen bombs and can split whole seas in half
- The map from humanity side is mostly blurred while Flugels have a full view of the situation

Sora knows this game is going to be an absolute piece of cake, he says that he doesn't even need to open his eyes for it and he is not wrong. Sora owns all the rights to Jibril, and there is a messaging system in this game, so if Sora sends a message to Jibril to give up, he instantly wins. He also knows

Jibril will overly be on high alert for him, and if Jibril gets too aggressive all the other races will target Flugel and Jibril will get cornered, Sora predicts that such things will happen inevitably.

(prediction, strategic analysis)

Sora can't win so easily due to the restrictions. If he makes Jibril lose, she will lose all her dice, after the game Jibril will become a clone, basically meaning he will have to sacrifice her soul / consciousness which he can not accept. So Sora now can not win, and can not die, but he still needs to get out of this situation.

For the meanwhile Sora moves around his capital so even when the enemies recon for it, they can not locate it. He tests out the game's mechanics by telling one of the citizens to "seduce your housewife neighbor". Sora realizes that the characters, although will follow all of his orders, will move independently as the housewife and citizen have maintained their relationship even though he never specified to fall in love. Sora now goes on to test another game mechanic which is diplomacy. He makes the citizen threaten the housewife, to threaten the house wife's husband to give the citizen all of the housewives husbands money. Basically saying that the citizen has gained a secret from the housewife and if he wants it to be a secret the husband needs to give up money, and Sora planned to use that money to give to another nation. The units make an unexpected move and the wife has now fooled her husband of all his money and left him to live a life with the citizens (hell nah). Sora realizes the units of this game can be deceived.

(concealment, falsification, unpredictability, systematic thinking, event manipulation, confirmation)

Sora gathers information of the surroundings, using telescopes. Because the machines fighting the wars burn everything to the ground, the deserts actually have a lot of glass forming due to all the heat, and Sora made his units gather the glass and sent instruction manuals on how to craft telescopes. With this Sora now has access to a lot more information. Sora uses this new found information to find areas suited for farming, while teaching his units on how to preserve food. He also finds a gang of warbeasts on a hunt, which he will exploit. Sora, realizing warbeasts come to hunt in a pattern, leaves preserved food, as warbeasts are also likely struggling with food, and leaves a message saying "we will provide more food next time if you catch an elf for us". He tried to make the warbeasts seduce the Elves but the elves countered the warbeasts, Sora using video game knowledge is trying to use orks as they often seduce elves in these games. After realizing another race demonia is closer to orks, he uses some of his troops to lure in the demonia's to the elves. The elves now are having sex and is taking out each of the demonia's by fucking them until they go dry. Also the elves have found the sensation of the demonias to be of great pleasure and are not enslaving the demonias causing conflict between demonias and elves. Sora also wanting to gather some sauce, tries to view into one the units, although Shiro stops him because he is under 18, Sora says he will record using high speed camera, and the game is super fast in time he will only be able to see it after in the replay when he regains all of his age.

(information gathering, reverse thinking, knowledge, applicative thinking, resource management, WMI, PSI, event manipulation)

The two races start fighting but they have made their presence too obvious and now the Flugels have wiped both parties main armies off of the map. Sora now has confirmation that Jibril and the Flugels

are making their presence too obvious and that the Flugels are at risk of getting targeted by all the other races, so Sora needs to speed up his game if he doesn't want Jibril to lose.

The warbeasts after getting attacked by the elves were in a vulnerable state, so Sora shared food with the warbeasts so the two races could temporarily cooperate. Sora now has improved chemistry in their civilization making advanced fertilizers. Sora makes the warbeasts work for the farms, and makes them sell food at minimum price in exchange for fertilizers, which is an advantage only the human races have, exploiting the warbeasts for their manpower. Food is a basic necessity for all lifeforms and Sora takes advantage of that to manipulate the warbeasts.

(extortion)

Sora analyzes the actual great war if it ever happened, and says that the ending of the great war is a miracle because even if one race won, it would mean that the one race will be challenged next in a never ending cycle.

(strategy aim, foresight, strategy analysis)

Sora moves in for his game changing move, as he switches the location of his capital for the last time and Sora moves his capital to the same location as Jibril's capital, and now Sora and Shiro share the same command room as Jibrils. Now if the capital gets wiped, it's not either Jibril or Sora, Shiro, Steph will die, it's that all of them will die, now everyone is cooperating to the same objective. Sora understands that this game is merely a part of the larger Sugoroku game, and so it is still governed by the laws of the Sugoroku game. Rule 8 "**Dice holder(s) need to complete the Task within 72 hours, they cannot leave their square until complete or timed out**", Sora aims to stall the game until the 72 hours pass so this game ends as a "uncompleted" bypassing all the restrictions Jibril made and finishing the game.

(reverse thinking, holistic thinking, non-linear thinking, divergent thinking, creativity, strategy alignment, strategy efficiency)

Sora first does not command any of the Flugels to do anything. With this all of the other races have no greater evil to fight and by making it so the leader of Flugel dies, all the other races that are alerting towards the Flugels will think that one of the races betrayed and attacked Flugel's army, with this everyone realizes they need to attack as well. All the other races used all of their strongest fire power and basically wiped each other out, with Sora and Shiro observing while being out of the mess. Sora creates an alliance with the vampire race, to share information with each other as the vampires benefit from the blood of any race, any information is useful to them. Sora teaches all the races methods of war, but specifically the methods that drag out wars the longest. When the stalemate was messed up by the lunamana, as they dropped a moon changing the power balance Sora and Shiro got cornered but formed an alliance with the ex-machinas to wipe out everything around the capital, using the other cities as bait. With this the 4 successfully stalls out the 72 hours.

(strategy effectiveness, indirect manipulation, resource management, conflict inducement)

After the match ended, Sora first made Jibril give the two back their two dice, and he didn't take it all at once, this was so Jibril had time with all of her memories retained. With this Jibril wrote a message for herself to read after Sora and Shiro are gone as they plan to leave Jibril. Jibril uses her handwriting

to instruct a version of herself with memory loss because if it was Sora's handwriting, Jibril might ignore it due to her looking down on humans without knowledge of Sora. Then Sora and Shiro wrote a message with their handwriting so the ten covenants will do its job to make sure Jibril will follow what was written. It said to make Jibril sit there for the duration of the game, as Jibril would frequently lose her memories it would be a hazard for Sora and Shiro as pre-world connector Jibril is hostile to the two.

(social awareness, direct manipulation, critical thinking)

Checkmate against Gods

Issue

Sora analyzes that this game was only happening because Old deus was forced to, because for the all powerful god like Old deus there will be no reason for her to bet everything about her against humans. The rules were also extremely fair considering that Old Deus seemed like the game master of this game, implying that the other players also had the initiative when making the rules.

(analysis, social awareness, abductive reasoning)

He also predicts that Old Deus will likely die when she loses, as she is the one that was extorted to do the game, and because the rules never specified that the winner will get all of Old Deus's power, just the ones in which the Old Deus has rights to once the game concludes asking Old deus to not die may not be an option, since that may be something Old deus has no rights to do.

(critical thinking)

This is because in a game the one who is extorted to fight is at a disadvantage and if the disadvantageous lose they lose everything, and because Sora and Shiro don't have the memories of the 24 h during the rule making, it is risky to just win normally.
Sora and Shiro have a strict no-death policy, so they can not let Old deus die, winning normally has the chance that old deus dies, so Sora uses the "traitor" within them to flip the script.

(planning aim, planning length, linear thinking, non-linear thinking)

Understanding the Prisoner's dilemma

The prisoner's dilemma is a fictional situation present in game theory. Sora uses this analogy to analyze his situation so I will note down the key parts of this situation relevant to this story.
The following is the situation, two prisoners in different places both are trialed for a certain crime, and the police is midway through an interrogation when both prisoners bring up the same certain deal.
If two of the prisoners confess both get sentences for a full year
If both prisoners remain silent both get only a month
If one confesses and the other one does not, then the one who confessed gets out of jail free, the other one 3 years in prison.
A classic situation where it tests trust between people and what gives the best benefits for the individual.
To analyze this situation there is a concept of nash equilibrium. Which is a state where both parties execute their optimal choices, in the prisoner's dilemma case it is for both to confess.

Sora analyzes the situation further, saying that all players have their intentions, if the police had some part in making the deal it is likely that the one who is at the edge is the police as they do not have any other option but to wait for the choices of the prisoners, and the nash equilibrium is likely a misdirection to lure in the prisoners. The one who has the initiative is the prisoners. This is similar to the scenario with Sora and the others players in this game, Sora made everyone betray each other to put everyone on the same page, so they do not participate in the game of doubt the police or in this case Old deus set up, allowing him to maintain initiative.

(holistic thinking, social awareness, analysis, abstract thinking)

Deduction about Holou

Sora from the very beginning had this win-condition in mind, which was to make the traitor betray the players to beat Old deus. Old deus planned to die if she lost and kill everyone if she won, which can be deduced by predicting her underlying motivation to do this game, which was to test her trust in other people. Old deus is in doubt of trusting other people, which Sora deduced, and Sora predicts that this game is a test for Old deus, to see if she can trust people.
Sora knows that Old Deus felt betrayed by predicting it through a few abductions.

Premise 1 : Old deus shared a body with Miko
Premise 2 : Miko had the ambition to take over the world
Premise 3 : Old deus is a all powerful being and would not cooperate with lower rank races so easily
Conclusion : Old Deus likely shared a similar motivation

Premise 1 : Miko had contained Old deus in her body and Old deus was threatened to play this game
Premise 2 : threatened by a like minded person who shares bodies with you will cause a lot of doubts
Premise 3 : Old deus likely shared similar motivations with Miko
Premise 4 : Miko is likely to betray as if the two share bodies it's possible that the ownership of the race piece belongs to the two of them, and Miko may be unable to bet her race piece
Conclusion : Old deus likely feels betrayed by the situation

Sora also uncovers a hidden clue in the rules, the rules state that there is a traitor, but even before the game starts everyone knows everyone is going to betray each other, it was the most obvious way. Old deus will have definitely predicted that, so why did Old deus specify a traitor, as who will the traitor betray. This may be implying a subtle wish or hope the Old deus has.

Sora when he met Old deus at the start can also speculate about her state of mind through cold reading, for a person that shared goals with Miko she seemed cold and uninterested further supporting his thesis.

His theory that Old Deus was betrayed is further strengthened by the structure of the game mimicking the Prisoner's dilemma, making it a game about trust and doubt, exactly what Old Deus may be trying to figure out. Sora expresses this game as a “very healthy game that you can win if you cooperate”.

(abductive reasoning, cold reading, psychological insight, systematic thinking, EP, EU, psychological profiling)

The game was also designed in a way where there was one very clear existence to not belong there (the imposter), Sora reasons that this is a parallel to Holou's own circumstances and her doubt to her own circumstance made a game design like this where one existence was an odd one out. This further supports Sora's hypothesis about "Holou not having a sense of belonging to this world" as Holou doubted her own existence and due to self-doubt being the most powerful emotion between all doubts it was the key part of her identity. Now Sora with further affirmation forms his plan.

(abductive reasoning, inductive reasoning, abstract reasoning, EU, psychological profiling)

Plans from the start

Sora from the start knew that they can't clear this game normally and that it will require the imposter to clear this game. This is because from the start it was clear that the game was going to be a more complicated version of the prisoner's dilemma, and Sora also knew that there was a risk of killing Holou if he cleared the game normally, so he needed a person that can betray others without killing off Holou and because he already knows Steph is in the clear, he decided to use the "I quit act" I explained at the start to bring Steph along on the journey. Steph is not a real person in this game, the real Steph is in a different place so Sora knows this fake Steph is not one of the people extorting Old deus, so she is safe to clear the game.

(deductive reasoning, abstract thinking, prediction, planning length, planning accuracy)

Final move

In the latter parts of the game, the only tasks were "out of the 7 lives Holou holds, choose one life to let go of, then you will be processed to the final square". In the latter half of the game this challenge was repeated over and over again, which wasn't too big of a surprise to Sora. This was because in the rules the order of the challenges were never specified to be random, it was said to be in "different order". Sora reasons that these were likely written by Old Deus and he has realized this for quite some time, Sora through his journey has never seen Stephs challenges nor has Steph talked about them, and Sora knew from the very beginning that Steph is likely a fabricated existence by Old Deus. By Stephs task not appearing it further solidified Sora's belief that Steph is not a player but a NPC in this game, and Holou is likely the 7th player everyone is unaware of. Sora has anticipated a task like this as this game is about doubting and betraying and this game is like a testing ground for Old Deus to see how people trust each other. It is likely that there will be challenges that test that directly. Sora, anticipating this situation, had exactly all the knowledge and resources he needed to make his move. Sora sees through the rules as the "7 lives" are not referring to "Sora, Shiro, Jibril, Ino, Izuna, Plum, Steph" but actually "Sora, Shiro, Jibril, Ino, Izuna, Plum, Miko". Sora knows this because Steph is not here in the first place.

With this Sora now has enough information to play checkmate, he rolled a dice number that allows him to get on the challenge to choose. He bypasses the "Old deus will probably die because she was extorted to this" possibility by making Steph choose as she is not actually one of the players of this gamble, and is more closer to a well built NPC.
Fake-Steph is paranoid as she was just a NPC and will have her existence erased after the game, but Sora convinces her that Sora and Shiro will never agree to such idea and that they would have definitely made it so all memories of Fake Steph during the game with return to real Steph and so she can calmly finish the game waiting to reunite with Sora afterward.

Now the imposter has come to clear the game, Old deus now can’t conclude too fast that trusting others is bad as her original hypothesis of “the players will never make the imposter win” was falsified, Sora predicted that Old deus will not expect Sora and Shiro to hand the task of finishing the game to a traitor. Sora from the very start has made everyone betray each other and in the end even the traitor betrayed everyone's expectations, now Sora has planted enough seeds of doubt for Holou, and Holou now has reasons displayed in front of her that maybe her views on not trusting others is wrong. Sora makes Steph give up Miko’s life, and with the phrasing of the question it says “let go of” and because Miko’s soul was already taken from her body by Old Deus, letting go of her life basically means returning her soul back to her body. Finally Steph is teleported to the final square completing the game.

Now Steph has to make the right demand to make sure Old deus does not die, Sora anticipated that the god is likely the incarnation of doubting, that will explain why she does not trust the others, and why she would even cooperate with Miko, a much lower ranked being. Sora hypothesizes that the god of doubting, doubted their own existence and so has handed over her powers to a person with great ambition and charisma as a sort of hope for friendship and trust. It is even more likely that Old Deus cooperated with Miko because of Miko's dreams. She was trying to challenge the one true god and that one true god as an omnipotent, omniscient concept device, which could help out the problems of even near omnipotent gods. Sora also knows that Miko needs Holou to be independent from her as the two are in the state of sharing a race piece. Sora achieves both his own wish and Miko’s by making Old deus take back her powers she sealed off to Miko, this way Old deus is now independent and Sora with him planting seeds of doubt can convince the Holou of her meaning to exist later. This was also needed as Old deus has already let go of Miko’s life, so now Old deus has sealed off her powers to Miko and just let go of her, with this she can’t exist as Old deus, so someone needed to make her take back her powers.

Now that the game has been cleared, all the players are teleported to the final square, and real Steph comes back and has all of the memories of fake Steph returned.

(event manipulation, linear thinking, holistic thinking, systematic thinking, decompositional thinking, divergent thinking, prediction, strategy effectiveness, psychological insight, gaslighting, abstract thinking)

Aftermath

Now Sora and Shiro have the chance to confront the Holou directly. Sora convinces Old deus for why they should trust each other, he says that in the 10th rule of this world it says for everyone to have fun, implying that killing and scrambling for each other's resources are not what is meant in this world. He also tells her that trusting each other also means to doubt each other. Sora already planted seeds of doubt in Holou’s mentality, and with this convincing Holou gave Sora a chance and decided to cooperate with him.



Finally after Sora claims friendship with Holou, Sora says he will set up Holou as the person with all rights of the Old deus race. He takes advantage of the fact that all races have a single person with all rights and the fact that Old deus doesn't as if the other gods are not happy with that, they will have to challenge Sora and Shiro, essentially using Holou as bait, and even if the gods don't take it, then Holou can claim all rights of the Old deus race.

(Bait, persuasion, charisma, extortion)

Conclusion

After 41 days of the Sugoroku game, Sora clears it and defeats / tames Old deus.
Overall Sora shows insane prediction, strategic analysis, perseverance and adaptability, constantly scheming in times of hardship while predicting and assessing all of the players mental states including angels and gods. Sora constantly analyzes how himself with or without memories will operate, deducing the nature of a game he has no memories of making. He finally finishes the game with no casualties, all benefits protected in a game that seemed like it was necessary to make sacrifices.
Sora was able to achieve his final goal of this game, which was to gain Holou's cooperation.

Sora’s Strategy in Rhythm Chess

There is going to be spoilers for no game no life vol.1,2,3,4,5,6,7,8,9



Context

The world building of NGNL is explained in the Sugoroku section of the document, in this section I will analyze the game played in vol 9 of the light novel, Rhythm Chess.

Situation

6000 years prior, Riku who I am guessing is a parallel to Sora in terms of character, marries a robot which is an ex machina, now ex machina who is one of the 16 races in this world is a machine cluster which shares information between each other. Because one of the units fell in love with Riku, now all clusters are in love with Riku. The clusters all vowed to not reproduce unless it is between Riku, so now all the male and female robots in the ex machina race are searching for a mate even when Riku is already dead. Because the ex machina aren’t reproducing their numbers become dangerously low, close to extinction, and this is when they found Sora playing a game with Holou. The ex machina

analyzes Sora's actions and playstyle and find that he is a 96% match, meaning he is nearly identical to Riku, so now all the ex machina are going to Sora, asking for him to reproduce with them. Sora on the other hand is currently busy operating an idol studio with Holou and has trouble gathering equipment, he is also not interested in sexual activity with the machines and thus both parties are stuck. After a bit of back and forth both parties bet what they want and decide to play a game of chess. Sora is forced to play without Shiro as the ex-machina demanded it, Sora could not argue as the ex-machina threatened their own extinction. Sora gets destroyed and has his porn files confiscated for analysis, the ex machina using their analysis project scenarios to lure Sora in, yet Sora endures, Sora also notices that the ex machina are a great substitute for idol equipment, as during their seduction they showed impressive projection capabilities, so now both parties accept to play a game to end it all. Now during the chess game Sora notices a key detail, when he realizes he couldn't win and tries to bring the game to a draw desperately the ex-machina tells him "Sora's playstyle is just like the person we are after".

Players
Sora - the one ex machina is trying to make love with
Shiro - Sora's sister, has peak fsiq and is a master in chess, Sora and Shiro as a duo is called Blank
Einzig - current leader of the ex machina cluster
Emir Einz - one of the members of the ex machina cluster

Related characters
Holou - A god, currently doing a idol being told by Sora
Miko - Holou's friend
Steph - Sora's secretary ish position
Jibril - Flugel, powerful magical race, follower of Sora

The Strategy

Before the game starts Sora recognizes a few things. First from previous cases of research, Sora is aware that the ex machina operate as a cluster, with multiple units interconnected to each other, sharing and processing information together. The ex machina is a machine of adaptation and any move he shows or uses will be learned by the ex machina to be adapted and be used against him. Going into this game Sora had several goals in mind

main goals
- convince the ex-machina to reproduce
- convince the ex-machina that he is not their love interest

sub-goals
- Make the holou live show a success
- grow holou into a better idol
- gather "content" for Sora's personal gain
- take revenge against the ex machina for beating him in a game before

He needs the ex machina to reproduce as he needs all races to survive for his "rule 10 plan". He also does not want to reproduce with machines. The sub goals are what he will achieve while executing his strategy.

Sora wants to grow Holou as a Idol as currently she struggles to understand her role and what she wants to express. The people are also very scared of her as she is a god and Sora aims to make her more relatable.

Before the confrontation happens, Sora prepares extra thin underwear for Holou to wear which will be explained later. Sora also tells Miko to come to the live show which will also be explained later.

Sora needs a strong enough bait to actually make the ex-machina play a game with him where he can set multiple rules on his own, so Sora says he has “100% irrefutable proof that he is not Riku” as it makes the ex-machina curious since it's currently their biggest existential concern.

【Rule making phase】

The game will happen in parallel to Holou’s live show which Sora is executing right now; the chess games match the pace of the live show with 13 rounds of chess, similar to the 13 songs Holou will sing.
Sora decides to play chess as he needed to take revenge for losing the previous game with chess. Sora also states that directly against the ex-machina to show his confidence in winning this game which will be a key persona used to misdirect the ex-machina later. Sora improvises a few rules as he is aware that the ex machina are 1. confident that they will win if it is chess and 2. wants Sora to comply so they will want to follow Sora’s wish as much as possible. Sora suggests several rules. First, the victory conditions for Sora and Shiro are 3 things.

1. win the majority of the games of chess, because there are 13 rounds the two needs to win a total of 7
2. Prove that Sora is not the spieler that the ex machina are searching for
3. Do not deplete the tension gauge

Failing even one of these will mean a loss for Sora and Shiro. Objective 1 is just the main course of the game, objective 2 was so the ex machina will accept the fact that Sora is not spieler and objective 3 serves mainly two purposes. The tension gauge is a gauge that the players can see that visualizes how entertained the audience is during the Holou live show. It provides Sora and Shiro a reason for the ex machina to create a tension gauge, a UI the players can see which is made by the ex machina tracking the tension of the audience, so Sora and Shiro can track how well the live show is going while playing the game. It also serves as a supplementary misdirection to achieve objective 1, which I will explain later on.
The more specifics of the rules are,

1. It follows the basic rules of chess
2. Different to chess there are no turns, you can move as much as you want
3. Only moves that are in tune with the song Holou is singing will be considered
4. During the game there will be event block squares, which are just squares on the board that light up randomly, Once a player makes a move on the event square the player can decide if it will be a stop move which will shut off all scenery alteration or be a performance hit where the player can alter the environment and player state to their will as long as it does not impede a player

Sora made it so there are no turns but instead a free-for-all as for his strategy he needed to make moves that happen in a specific timing, so by not having turns he has better control over that. Sora also does not need to worry about the ex-machina countering parts of his strategy where it requires specific timing as the ex-machina can’t stall by slowing their move. By aligning to the rhythm it also

reinforces the narrative Sora is trying to tell the ex-machina which is that their game of chess is subsidiary and their only reason for playing is because they need him to act as props to Holou's live show. By using rhythm it subtly guides the ex-machina to align Sora's motivations for the game to the live show, linking the two ideas subconsciously. It also aligns each of the performances that is caused by the chess game to happen in accordance to the rhythm of the song, adding to the concert's hype. This idea of the ex-machina chess match being insignificant to Sora and Shiro is a key bluff that is aimed to misdirect the ex-machina explained later.

The rewards for winning are

1. the unit who disproves Sora's argument for objective 2 will be able to make love with Sora
2. you can get pictures of Sora's nude

By only allowing one of the ex-machina to have access to Sora's nude pic, Sora made it more likely for the ex-machina to have inner conflict between each other which will be important later.

He also has Jibril make sure no magic is being used during the game and makes it clear to the ex-machina that cheating through magic is against the rules.

Sora also observes that the ex-machina are clearly underestimating his sister Shiro as their interest is towards Sora, Sora aims to exploit this later onward.

With this the game began

【Round 1】

As the round begins the first part of Sora's strategy becomes clear. Rule 3, only the move that aligns with Holou's song is considered valid, this acts as a limiter to the pace the ex machina can play their moves, so they can not use superhuman speed to out-blitz Sora and Shiro. Sora and Shiro who are well versed in rhythm games can play with optimal speed.



From the start, the games operate similar to any of the games Blank does, Shiro calculates all the optimal moves while Sora makes moves to provoke and strategize against the opponents, the two make moves to lure in the ex machina into certain moves. Also from this point the two have set a trap by intentionally playing in a playstyle that is not theirs, and instead plays in a similar playstyle to what

Sora did in the game before rhythm chess but actually going for the win instead of a draw. Which does two things. First it misdirects the ex-machina as the ex-machina see Sora only as a “reincarnation of Riku” and not Sora as an individual, which makes Sora reason that the ex-machina will try to see Riku in Sora, meaning they will try to analyze Sora as Riku. Sora knows the ex-machina can adapt to anything but that means they can not adapt to nothing, by intentionally playing in a playstyle that is not theirs the ex-machina who only sees Riku will not be able to adapt to Sora. Basically convincing the ex-machina that his fabricated version of his mimicked playstyle of him is Riku. It also allows for Blank to not have their playstyle memories by the ex-machina.

Sora has a general idea of what kind of playstyle will make the ex-machina see Sora as Riku as during the test game they said his aim to try to draw the game was similar to Riku. Sora also assumes from why the ex-machina came to Sora at this timing. Sora just defeated an Old deus while strictly sticking to his no-death policy. Sora also knows about the existence of a human gamer who 6000 years ago ended the great war with the gods and made this world by stopping the world and Sora assumes this person is the person Einzig and the others love. Sora knows this as he knows the ex-machina cooperated with the gamer to end the war and Sora assumes the only way to end a timeless war is to make it a draw as any victory will immediately be followed by further challenges of the victor. The ex-machina called Riku's playstyle a playstyle aimed to draw which supports Sora’s hypothesis that Riku is the person that ended the war. Sora also knows to end the great war you needed to defeat gods and so Sora defeating a god right before may have allowed the ex-machina to see Riku in him.

From this Sora also reasons that Riku likely also had a similar no-death policy to him, which explains his uncanny similarity to Riku that the ex-machina is seeing, he plans to psycho-analyze the ex-machina with this detail later.

Sora starts to mimic his tactical tendencies he showed before as he knows his tactics he used to draw the game is what the ex-machina will see to convince them that Sora is Riku. Only this time Shiro is with him so he can aim to win with this playstyle. Sora exploits the psychological projection the ex-machina are doing against him to his advantage.

The live show also starts at this time and Holou is obviously very confused as she still has not grasped what she wants to express as an Idol. Sora predicts the audience will have high expectations for Holou and this will pressure Holou into not performing her best. Sora counters this by having Miko in the crowd as her existence can make Holou try to find what she needs to do as Holou wants Miko to feel proud of her existence.

At the start of the game the tension gauge is obviously very low, the audience hasn’t warmed up and Holou’s songs have not peaked yet. To prevent the tension gauge from hitting rock bottom Blank plays a move on event square activating a performance hit. The event squares often causes detrimental moves as it is obvious where you will move, making it predictable, also in a strategic game like chess a randomly made move is almost never optimal, so the ex machina are convinced this rule only acts to their favor as Blank will have to make bad moves to keep the tension gauge high while the ex machina can capitalize off of that. The ex machina initially denies the possibility for them to go for event squares, although Sora states that “you guys are also going to be making these moves, definitely”. As Sora says that he sets the scenery up to a chaotic space environment, Sora uses the ex machina’s capability to display any environment they want to be used as equipment for the Holou live show achieving one of his sub goals, although he will constantly have to maintain multiple scenery switches to keep up the tension in the crowd. Sora to make sure the audience does not freak out by the

chaotic scenery displays text that it is safe, and with this confirmation the crowd gets high enough to where almost any scenery will be accepted as a part of the set.

Sora also throughout the game aims to create a narrative that “event squares are there to create high tension scenery to hype up the game” and immediately starts that by creating a powerful first impression on the ex-machina with a chaotic scenery start. Sora throughout the game consistently creates chaotic scenery to push this idea.

Now Sora begins his psychological warfare against the ex-machina, referring to them as “just a stage set and nothing more”, this works as Sora inferred that the ex-machina who are supposed to be machines has developed biases and emotions, allowing for his tactics to thrive.

Now after the scenery display Sora predicts the ex-machina’s thoughts and puts an act to anchor their thoughts. Sora predicts that the ex-machina will assume some sort of benefit in the chess game that is created by these event squares and not just a tool Sora has to use to maintain tension gauge, this assumption leads to the ex-machina’s hypothesis that Sora is trying to impede the ex-machina with these performance hits but quickly negates it as physical interference is impossible in this world due to the 10 covenants. Sora predicts that the ex-machina can think up to this point so after Einzig explains his thoughts and questions why Sora would ever intentionally make disadvantageous rules Sora responds with “Still don’t understand, I’ll say it again”, “all you guys are, is just stage sets”. Sora with this immediately directs the ex-machina to think Sora intentionally wants to be disadvantageous, also by saying “still” Sora re-affirms the point that the hypothesis the ex-machina formed are fundamentally wrong, leading the ex-machina to think their most basic assumptions are wrong. This was priming the ex-machina for Sora’s misdirection later.

Even after the bad move caused by the event square, Shiro’s chess skills clutch the game and the first round goes to Blank.

By immediately clutching a game right after making the ex-machina think Sora wants to be disadvantageous, plants a thought in the ex-machina that Sora is handicapping himself.

【Round 2】

The ex-machina barely grabs a win against Blank. Blank in this game focused on spamming as many event squares as possible to keep the tension in the live up. Their intentional underplaying for the actual game of chess will be a key misleading detail for the ex-machina later.

【Round 3】

After Blank makes another play on the event square to maintain tension gauge, Sora tells Shiro that she can choose the next scenery that will be displayed, and this achieved two purposes. First it implied to the ex-machina that they are going to make another bad move by purposefully going on an event square. This achieved a further purpose of creating their “strongest” image towards the ex-machina. The second purpose this achieved is it notified the existence of Shiro to the ex-machina.

The ex-machina after seeing Sora talk about making moves towards the even squares forms a hypothesis, that “The event square was not only something to maintain tension gauge but to also limit

Blanks chess capabilities so their match with the ex-machina actually becomes a close one". This thought was derived by the ex-machinas as they saw Blank openly express confidence in winning while saying that they will play bad moves. Sora also from the start of rhythm chess acted like a cocky gamer, by saying he will do chess just to get revenge. Sora made his persona align with this hypothesis as misdirection. The ex-machina begins to analyze the validity of this hypothesis.

This hypothesis is the immediate priority of the ex-machina as if Blank has the capability to win against them in chess with 100% win rate, it is the biggest threatening factor to their victory. This is where Sora's previous statement of "you are going to make these moves definitely" implying that Sora intended this game to become one where each side will fight over taking event squares. This statement also lead the ex-machina to this thought as Sora implied that the event squares will be their main fighting ground, coupled with Sora's confidence in winning in a pure chess match as well as the fact that the ex-machina lost the first round makes the ex-machina think Sora is allowing for the ex-machina to fight in a different playing field than chess to give them a chance.

All of this suspicion culminates in Einzig playing a move on the event square to check Sora's reaction and the change in flow of the game if the ex-machina also started to play moves on the event square. Einzig's move on the event square means any displayed scenery will be cut off so now the stage becomes black. Sora intentionally made it so the ex-machina's moves on the event square will cut off the scenery and he intentionally lead Einzig to think that he needed to test his hypothesis on Sora's vision on how this game is going to proceed as he needed the ex-machina to turn off the scenery at this very moment.

These thoughts by the ex-machina were all led and predicted by Sora, who used this pitch dark time to change Holou's costume, and immediately after the next event square popped up he played a move on the square and re-lits the scenery again. This sequence all happens around the time when the song changes its tone, Sora, aware of the tone change before, bluffs at the right time to mislead the ex-machina to make that move at this very time. Now the dark cut of the scenery from the audience's point of view makes it look like a seamless action that acted as the rest before the tone change and also a time for Holou to change costumes, allowing for the tension gauge to not decrease.

Now the ex-machina, after immediately having their move be exploited for Sora's benefit, hears Sora say something, "there you go, you guys also gotta make bad moves so the game actually is a game". This not only is a direct confirmation of their hypothesis about Blank that they can easily win but wants a fun fight with the ex-machina but allows for the ex-machina to make sense of Blank's previous actions. From Sora's statement reaffirming their hypothesis of Sora messing around, the ex-machina can understand Sora's intentional focus of event squares and inevitable loss in the second game as Blank handicapping themselves intentionally. By making themselves seem handicapped immediately after they won a game makes it look like the two are trying to balance out the game, so from this point onward if the chess games are close it only acts to reaffirm the ex-machinas hypothesis. This bluff strengthened through their actions makes the ex-machina believe in Blank's capabilities, which is important later.

The ex-machina after being put into multiple disadvantageous positions by Blank in chess gets confused as machines like them with hyper-calculation capabilities should excel in these types of games. Sora predicted that the ex-machina would be confused by Blanks chess capabilities and reasons that the ex-machina will try to find the reason, Sora knowing the ex-machina was fixated on his existence and is currently blind towards Shiro. Sora mentions Shiro before and with this, the

ex-machina's mind can focus on her and realize that Shiro is the main benefactor for why Blank is so good at chess. This combination of Sora and Shiro being an upgrade to chess capability compared to Sora justifies why Sora was so weak in the game before, and confirms to the ex-machina that Sora with Shiro is a force to be reckoned with.

His previous rounds statement, referring to the ex-machina as only a stage tool can be interpreted by the ex-machina as "you guys are no worthy chess opponents but by making this a game about making bad moves you can have purpose by creating a stage". Strengthening his bluff.

As the final nail in the coffin, Sora and Shiro say "chess is too easy and making the best move is boring, they should compete for who can make worse moves" as Sora makes a confident face. This affirms the ex-machinas hypothesis while their views on Sora become that of the "strong".

Sora's layered misdirection to make the ex machina think blank is holding back, the ex machina are convinced blank is the representation of the strongest in this world similar to artosh when they fought in the great war but this was a misdirection by sora. Sora knew the ex-machina believed only the strong can defeat the weak, as it is their whole gimmick to adapt to stronger opponents, but Sora knew better. He knew the weak has just as equal a chance against the strong, especially in this world governed by games, this is because the strong is often overconfident, and the weak have their own ways to deceive, hide and manipulate from the backgrounds to win against the strong. With this philosophy from Sora, Sora knew convincing the ex-machina of his strength will be the most effective misdirection. by making the ex machina believe sora is the strong, they can not predict or understand soras tactics which are mostly ones only the weak will use. Countering the ex-machina's adaptation. (Context : Artosh was the leading god to one of the strongest factions in the great war, the ex-machina with the help of Riku killed Artosh and thus they have experience meeting and fighting Artosh)

Now the ex-machina trying to win through depleting the tension gauge and other means, allocate their resources to not analyzing Sora's chess playstyle but to other means. All manipulated by Sora as the two will eventually lose in chess if they keep fighting the ex-machina. This misdirection allowed them to maintain advantage in the chess games.

Blank proceeds to win round 3

【Round 4】

Before the round starts, Sora sees that the audience is getting tired from 3 songs in a row, so he brings out a 5 minute rest while Holou changes into a new costume. . Sora knowing Steph is the most sane when it comes to public speaking and most clumsy out of all the people here, sends Steph to fill in the time knowing with her panic will create some kind of unintentional accident that will cause the audience to laugh or feel a bit light hearted, acting as a good cushion between the live shows. He also made sure Steph was told this right on the moment so she shows a very pure hearted reaction against the crowd with no time to prepare. Sora also predicted Steph might create a comedic pervert moment by slipping and showing her underwear, Sora designed the set so this is likely to happen and chose Steph as she is clumsy. Sora did this to first max out the tension gauge as Sora knew someone who is as pure hearted as Steph having a bit of a sexy moment will create an unexpected moment of comfort and excitement. Sora also did this to get the audience ready for further erotic happening that may

happen later in the show as it is one of Sora's contingency plans. This pause from the live also heightens audience expectations for the next performance that Holou is going to pull off

During this time, Holou questions if she is doing good to which Sora answers she could do so much better and she hasn't fully conveyed her heart yet, important later on for her growth.

As they are having this conversation the ex-machina on the topic of will and the heart starts to argue with Sora. Einzig states "Sora has the same will and attitude as Riku. Thus it's obvious that Sora has the same soul as Riku too". Sora immediately points out that his reasoning is a common logical fallacy. Sora uses the analogy of an oil king "Oil kings wear turbans and Oil kings are rich, so rich people who wear turbans are oil kings" But it's very likely that rich people who wear turbans can very well be doing other jobs. Because the reasoning uses a larger case to point towards a smaller one, reversing the logic does not work. Sora needs to counter this as if he didn't he loses by not meeting his second win-condition "prove that he is not Riku".

Now after playing the game the ex-machina gets the win.

【Round 5】

the ex-machina wins

【Round 6】

ex-machina wins

【Round 7】

Throughout games 5 and 6, Sora repeatedly hits the event squares summoning a variety of objects, filling up the space around them, they also projecting multiple outer world scenery, so after Einzig plays a move on an event square all the objects that formed the live show disappear and the entire stage starts to free fall, but because Sora made sure the audience is high enough to not fear anything Because the crowds mob mentality has completely gotten the better of them, the ex-machina can not break their tension even when timing their event moves in multiple timings.

So Einzig in his next move, plays an event square again and re-makes the scenery to normal, but Einzig also made it so Holou's clothes will rip apart as they return to normal. Because the rules only specified that the scenery could not interfere with players, Holou was not a part of it. Einzig predicted that an idol that gets nude all the sudden will be a pretty shocking experience and lower the tension gauge. Sora however predicted this before the game even started. He knew he himself will make sure no scenery Einzig makes will deplete the tension gauge, by setting up at round 1, which he did by displaying the scenery of the sky to prepare the audience for anything, and has anticipated that through the ex-machina's analysis that they will eventually reach the conclusion that something off-putting or inappropriate might counter his tactic, and predicted that the ex-machina might try to rip Holous clothes.

This is why before the game starts Sora made Holou wear underwear that was extremely tight and thin. This allowed for the audience to not be taken aback as it is still pg18, and this also allowed for Holou's development as a idol. Usually a god like Holou will not care about being nude but if the costume was not just gone but turned into something sexual explicitly, Sora predicted it would cause

Holou to feel extra embarrassed. Holous subtle embarrassment lit up the audience every further, maxing out the tension gauge.

After some time though the tension gauge starts to deplete slowly as sexual scenery is only exciting if it's only just for a moment or by accident, and a permanent intentional sexual happening after a while gets stale and weird. Sora recognizing this, checks the tension gauge to see decreases and once he finds it to be going down plays a move on an event square, although this causes his position on the board to be irreversibly bad, throwing game 7, Sora achieves his sub-goals while preparing for the next round. Sora changes the scenery so first Holou regains her clothes but as the next song's costume so the show becomes seamless. At the same time Sora rips the clothes off all the female models ex-machina, Steph, and Jibril. He summons a virtual projection of a muscular and perverted man to creep out the ex-machina. He also intentionally summoned a faint light to cover the p.g. 18 parts of their body so it's safe to be photographed.

Sora decided to do this now as this game was already a lost cause as he needed to counter Einzig's cloth ripping tactic, to achieve his goal of gathering nude pics Sora needed to leave his chair and approach the girls around him, making him lose automatically as he can not play for a while, in a game where there are no turns.

ex-machina wins round 7

【Round 8】

Sora ripped all the ex-machina's cloths is because he was aware that the ex-machina had romantic feeling towards him, so being stripped nude in public while Sora takes pictures of them is bound to be embarrassing, with this aside from Einzig who seemed to be unbothered by the situation, all the female model ex-machina convince Einzig to either play a move on the event square to cancel out what Sora did or to give up his position as leader of the cluster, their desire to kick Einzig out of position is further strengthened by the reward of the game when they win which is Sora's nude pic which only one of the ex-machina can receive so they were already hunting for Einzig's spot. Einzig unable to understand why the rest of the ex-machina will give up this round for their embarrassment argues but to no avail, Emir Einz become the new leader of the cluster and she makes a event square move as soon as she could giving Blank a massive advantage from the start of the game, as event moves are almost always bad.

The ex-machina plays another event square move. Emir Einz sets the stage to a situation where Sora is getting seduced by idols, its setting is that Sora as the producer is having sex with these idols in exchange to giving them job opportunities. Sora with his pride as a producer stays calm through this seduction tactic. Emir Einz observing Sora realized he was a virgin that gets very nervous towards girls so after observing Sora's reactions and actions she assumed this would work but Sora's obsession towards idol production misled her to think this tactic would work.

Sora with his next move intentionally plays on the event square, bringing the idols that came to seduce him onto the stage, the confused idols dancing in the back of Holou fueled the audience's excitement maxing out the tension gauge.

Sora bringing what the ex-machina summoned to the stage and not summoning something new creates a powerful impression towards the ex-machina as their actions led to something. And by using their

summoned Idols to hype the stage up Sora enforced the narrative that event squares are used to hype up the live show by showing high-tension scenery.

Sora sees Emir Einz confused and he knows exactly why. Sora knows that this match was pretty much for his taking as the ex-machina made two event square moves, putting him in a significant board advantage, but event square moves are more detrimental the later it is in the game, this is because there are less uncertainty so less chances to get back. Sora with this late event square play makes him super disadvantaged, confusing Emir Einz. Sora also knew one more reason that the ex-machina saw Sora get stronger and stronger the more they analyzed him. Usually the ex-machina can out-adapt a human very quickly but in a game like rhythm chess Sora intentionally designed it so certain factors were nearly incalculable, which were the pace at which the events squares pop up, where it pops up and when the players will make a move on it. Chess as complex of a game it already is was made even more in-calculable through this game design so the ex-machina kept analyzing Sora's playstyle accounting for the uncertainty the event squares create but still the analysis was leading to incohesive answers that Sora is getting stronger, this confusion was all a part of Sora's misdirection. Sora from the start mimicked Riku's playstyle so the ex-machina were trying to adapt to something that did not exist, not allowing for them to understand Sora's playstyle. Sora also misdirected them into thinking he is the "strong", so the ex-machina were fundamentally off when trying to analyze Sora as they were not understanding that Sora was intentionally mimicking Riku and they didn't understand that Sora was using tactics only the weak will use, misleading their analysis. That is why the more they analyzed the less they understood of Sora, leading to an endless cycle. Sora knew the ex-machina would easily adapt to Blank so he set this trap.

The two push through to the end, seizing victory. blank wins round 8.

Sora, knowing that the ex-machina's analysis is miscalibrated, searches for methods the strong will use against the weak and adapting to a person that is already dead and non-existent. This leads Sora to predict that the ex-machina will be more confused as time goes on. Sora says "after all this you still don't understand my playstyle do you?"Sora predicted the ex-machina's confusion and stated it out directly, leading to the ex-machina freezing for a moment which Sora observed, confirming his hypothesis allowing him to build on further. He follows up with "it's because you're"that kind" of species" ", which will be combined later with another bluff.

Sora repeats a phrase Einzig previously stated to show their confidence in this game which was "as long as it exists we will out-adapt it" and Sora repeats it in an ironic way while saying, "you can't really adapt to something that doesn't exist". This makes the ex-machina think Sora is something non-existent like an abstract concept, which will strengthen his narrative later about the "strongest concept".

Now Sora says "you ex-machina didn't actually kill Artosh didn't you". This bluff both has reasoning for why it hits the ex-machina hard and why it connects to Sora's grand misdirection. Sora from legends heard that the ex-machina killed Artosh, but he speculated that this was impossible, the ex-machina are an adaptive race, constantly getting stronger, so as long as they keep experiencing new situations they are the relative strongest beings as anyone stronger will be adapted and overcome by the ex-machina. But in this world the gods or old deus are embodiments of abstract concepts, and Artosh was the embodiment of the "strongest" ; his strength was absolute and something the ex-machina could not overcome. Also their physical attacks can not destroy an abstract concept, so Sora assumed they only destroyed the core which is the physical essence of the god and not the

concept itself. The ex-machina were also aware of this and because Sora mentions it right now, to the ex-machina it seems as though Sora knew this fact with some proof, and with Sora's misdirection of him being the strong, the ex-machina hypothesizes if Sora is the reincarnated version or Artosh or at least another form of manifestation of the strongest, and that is why the ex-machina can not out-adapt him.

His previous bluff of calling the ex-machina "that kind of species" makes the ex-machina think beating Sora is impossible by nature similar to Artosh, further offering evidence for the ex-machinas false hypothesis.

【Round 9】

Blank wins

【Round 10】

Ex-machina wins

【Round 11】

Blank wins, and after they win Sora says he will win the next two games with 100% confidence. This heightens the tension the ex-machina are experiencing, priming them for further psychological warfare Sora has planned. Also this is the last rest the audience will have before Holou goes through the last two songs in a row for the climax so he tells Steph to calm them as much as possible. So during this 11th round Sora intentionally summoned a blocky costume so Steph can better be the comic relief.

Before Steph can go though, Emir Einz says she will do the MC and asks for Sora to come out too, She says she has an argument to prove that Sora is a reincarnation of Riku and Sora fearing the worst follows her to the stage. Emir Einz sets up a wedding stage in front of the crowd saying that the live performance was just a sham before their wedding, Sora has no idea what's going on before Emir Einz reveals her reasoning. Previously Sora after hearing Emir Einz real name which was "Ec001Bf9O48a2" and Sora just called her Emir Einz as a nickname, now in Japanese nicknames are written as "愛称", and if we take the meaning of each kanji in that word in isolation it translates to "love" and "call", so Emir Einz misunderstood Sora's nicknaming as a confession to her. That is why she thought Sora already admitted that he is Riku as he already threw the game from her point of view. Sora clarifies that nicknaming someone does not mean it's a marriage confession. Emir Einz, heavily upset by this returns, but the crowd after hearing things like their live being a farce and being shown a fake wedding is undeniably angry and the tension gauge nearly depletes. Now from the next game Sora and Shiro are forced to make a lot of event square moves while the ex-machina just needing one more win can play it safe and keep hunting the times Blank has to make a event square move.

【Round 12】

Now the ex-machina has started their counter attack, as Blank makes more event square moves, the ex-machina counter, and they get to a very disadvantageous spot. Sora from this point starts to act really annoyed beefing with Einzig, as Sora predicted that Einzig who is now the leader after Emir Einz left, often misinterprets Sora's open emotions as challenging his love, inciting him to try harder.

Sora by acting annoyed makes Einzig want to play a strong move to impress Sora, which is exactly what Sora wanted. Sora also says that increasing the tension gauge from here will be really hard which makes Einzig think attacking the tension gauge right now would be the most crucial attack he can do.

Sora further manipulates Einzig by providing opportunities for Einzig to make an event square move, Sora throughout the game observed that Einzig and the ex-machina only make event square moves when they are relatively safe to play. Sora reinforced this tendency by showing Blank's potency in chess to make the ex-machina even wary to play even square moves unless there is a safety to it. This way Sora found / controlled their playstyle to be rather predictable, by setting the board so squares where event squares often pop up are not traps in chess, Sora can indirectly guide the ex-machina to make event moves. Sora knows from Einzig's perspective that there is a tactical trap he can set using an event square, but Sora also knows that it will ultimately benefit him so Sora subtly guides the ex-machina to do it by allowing an opening in the position.

Sora knew Einzig would make a double binding move, which Einzig did. Einzig played a move on an event square cutting off all lighting, this allowed for Einzig to either force Blank to play a move on another event square to get the stage set back up again so the live show is a success and the tension gauge is high but this means Blank will have to make an event square move further down the line in the game putting them in a irreversible disadvantage which the ex-machina calculated. If Sora doesn't counter, Einzig anticipates that the crowd will just lose their excitement and the tension gauge will hit zero. But Sora knew better, Sora predicted this move from Einzig as he knew Einzig would be unaware of what the crowd really wanted. Einzigs though was controlled by Sora as throughout the game Sora created a narrative and impression in the ex-machina's mind that high-tension scenery is what hypes up the crowd, and Sora knew with the ex-machina's incomplete understanding of human emotion they will not understand the opposite of what they were shown and taught.

Sora predicted that from the point of view from the crowd, for all the stage sets to turn off right at the climax will look like an intentional setup and not a hiccup as it highlights Holou's raw emotions and performances. Sora predicting before the game started that the ex-machina will put him in a place where the stage will be silent during the climax as silence during the climax is the most effective way from the perspective of someone who doesn't know idol business "the most disappointing situation", Sora by predicting the ex-machina's thought prepared for it by bringing Miko to the crowd, before with the performance Holou didn't pay much attention but Miko was obvious in this clear and silent stage, and Miko undeniably was very worried that the entire stage was a solo focus on Holou, this subtle emotion showed in Miko's face which encouraged Holou as she did not want to see her friend in a worried state to grow as an idol, expressing her true emotions, right at the climax of the song.

Sora knows Holou's emotional expression and confidence will be strengthened once she sees Miko from a few inferences. Sora way before the game had a conversation with Holou in which when she was explaining her past showed hesitation in mentioning the fact that she committed a near suicide. Sora from this knows Holou lacks self confidence but is trying to get over it and become a new person. Sora also knows that even in her past when she nearly died, Holou still had friendship with Miko. Sora knew Miko could be the catalyst to give Holou the push to fully embrace herself.

Holou has the chance to fully embrace herself but to try in a scenario she both did not expect and with nothing flashy to hide her performance. This shows the audience Holou's innocent courage, making her more relatable.

This causes the crowd’s tension to maximize while giving Holou the opportunity to grow as an idol. Also Sora prepared for the live show to self-sustain without him making a move on any event square, so Sora just needs to take the piece Einzig just used to make the event square move as it's just a bad move and he is not forced to make any moves. The further down the line the chess game is, the more detrimental the event square moves are, and because Einzig’s move was much later than Sora’s now Blank is at the advantage. Sora manipulated Einzig to achieve multiple goals he had while evading his trap. Now with the ex-machina’s bad move Blank can just play normally while at an advantage.

With this blank wins round 12

Now Sora realizes Einzig and the others have realized his trick, as Einzig seemed to find a bit of calmness in his confusion, now Sora tells all the tricks and misdirections he had been using throughout the game. Now the ex-machina can adapt to the real Sora and Shiro and this will allow them to officially get revenge for losing chess the first time as they can win with no tricks in the next game. They also only revealed at round 12 as if it was any round before the ex-machina would adapt to Sora and Shiro making subsequent rounds impossible to win, so Sora needed to only allow this to happen in the final round.

Sora also goes on to prove his theory that he is not Riku to the ex-machina. Sora knows its impossible to physically prove if someone is another person or not, memories, thought patterns, identity can all be fabricated and are malleable. Sora says that he himself is the only one that can define who he is, and that no one else gets to decide. Sora uses the ex-machina themselves as an example, that all of them have fabricated love for him as they all share memories of loving Riku that isn’t theirs. So Sora says he is now Sora not Riku and thus no one can disprove that he isn’t.

Sora knew this argument will convince the ex-machina as Sora reasoned that the ex-machina deep down knew that Sora wasn’t Riku. Sora would assume that any normal person who fell in love would reproduce but because the ex-machina didn’t they were likely in great grief, most likely because they couldn't protect the one they loved. Sora also reasons that Riku didn’t want to kill anyone, as if it was so, then it would mean that the ex-machina in grief will search for a person who can achieve Riku’s dream next time, which will then make sense as the ex-machina fell in love with Sora once they saw him defeat Holou with no casualties. This hypothesis allows for him to understand the guilt the ex-machina are in as to end the war the ex-machina likely killed a lot of other races, which will go against someone with a similar policy to Sora. Sora assumes that from the guilt and grief that the ex-machina has buried their true understanding to cope and search for a different answer. So Sora by showing their own contradiction by using them as an example for his proof, makes them confront their own contradictions, convincing them through their heart.

Sora also conveyed the idea of forming their own identity independent of third parties' perspectives throughout the game. Sora constantly refers to the ex-machina as “stage tools and nothing more” and that theory only aimed to backfire, misdirecting them and nothing more. Sora’s belief of identity based on your own belief is further enforced through Sora’s misdirection, acting as a cautionary tale.

【Round 13】

In Round 13, Blank and ex-machina with no cheap tactics have a final showdown. Although mid fight Einzig says there is no point in playing Sora says to do so as nothing has changed Blank will win as

always. Sora explains his hypothesis to the ex-machina empathizing with them while admitting that he can never fully understand, this allows for the ex-machina to confront their true question “did our heart mean anything? Will we ever be forgiven?” Sora displaying a scenery of this world says that their efforts left behind this world where Riku’s dreams are finally possible, and says that they themselves should find their own meaning in life. With this the ex-machina agreed from the bottom of their hearts to search for something else, allowing full cooperation to Sora’s objective which was to reproduce.

As the ex-machina finally faces off against the full power of Blank, they couldn't adapt in time, blank wins although they admit that they would not be able to win anymore.

The ex-machina loses the game while realizing their misunderstanding, allowing for the ex-machina to start reproduction again. Einzig states that although the ex-machina will be leaving, they will be Sora’s ally and Emir Einz decides to stay with Sora while still maintaining connection with the cluster.

Conclusion

Sora performs layered misdirection and top-notch psychological warfare against the ex-machina’s. He counters their adaptation through abstract deception while assessing their emotions and strategies to counter their plans while aligning them with multiple of his goals. He designed this game to perfectly account for all circumstances and goals he had in mind to beat what was supposed to be a perfect foil to Blank which was a being that constantly out adapts you.

Sora’s Strategy in Soul Mecha battle

Spoilers for NGNL volume 1,2,3,4,5,6,7,8,9,10



Context

Dwarfs and Extorsion

Understanding Nyi

Soul Mecha Battle

Sora’s Strategy to Poison the World

There is going to be spoilers for no game no life vol.1,2,3,4,5,6,7,8,9,10



Sora’s goal is to conquer all races. Sora knew that to conquer all races was a near impossible task, as if he keeps winning against all the races in the games that he challenges them in, it will attract attention and hate towards him and the other races will team up to corner him to neutralize his conquest. Sora aimed to make his conquest possible by utilizing the poison trap, so he can conquer all races by conquering them before they can even do anything about it.

Sora once he becomes the king of humans declares war on all other races, saying he will conquer them all. This grabs the other race's attention for Sora’s fabrication to kick into play. It also allows for Sora to imply in the future that his “backup race” is hostile and is aiming for conquest, which is important later.

Next he challenges multiple races in a series of games and he made it so he first starts off as an insignificant threat since he only defeated weak opponents like humans, then he made the other races go on high alert for him, deterring them from challenging him so easily by defeating opponents that were considered impossible to beat, then finally he cemented an image of a gamer that is capable of winning any game by beating a god in a game to the races observing Sora conquer the world. Because he declared war against all races the other races will keep an eye out for him which will allow for Sora to cement this image. Sora did this so other races will not mess with him so easily but also to fabricate a “secret winning method”.

Sora formed the Elchea federation where all the races he befriended can be united under one organization.

Sora knows that in disboard (the world he got Isekai'd to) humans are seen as garbage, not capable of anything. The other races of the world were far stronger, smarter and had more broken abilities compared to humans, so they would never consider the possibility of a human defeating gods or undefeatable games. The most rational conclusion any race will come to, seeing Sora's win streak, is that he has some sort of method that allows him to win any game. Other races also speculated that Sora might have a race backing him up since they believe humans can't possibly create or conceive of a method to win any game.

Sora with this made it so all other races now are afraid of teaming up with each other to fight against Sora since there is likely a mystery race backing Sora up and that race has the intention to conquer the world which can be inferred from Sora's actions and speech at the start. Now even though Sora is a clear threat that other races would team up to crush, they can't since they don't know which race to trust.

Sora meanwhile, once he set up the entire mistrust between races is planning a coup within his own nation. Sora has a strict ideology he follows in which he does not want any race to get exploited, so of all the races he conquered he has set up strict policies that prohibit resource owners from exploiting industries for profit. The commerce association with the multiple race mergers Sora has done, has become a large and influential political body but suffered from gaining as much profit as they could due to Sora's policies. They were deeply unsatisfied with Sora's reign while becoming more influential than ever. Sora knew that to stick to his ideology meant a coup from the commerce association was inevitable, so he decided to capitalize off of that as much as he could. He challenged the commerce association with a game and won, and demanded a few things.

1. Any secrets about politics that you will learn from now to a given time point, you must confess once that given time point comes
2. Unless I say a secret word only I know you can not stop talking about all the secrets you've learned about politics for that given time frame
3. During the duration of time until its the certain time period, secretly convey some of the information you have gathered by encoding it in a certain way and printing it as label numbers in the convertible bank notes.
4. Forget that you made this contract and act normally for the duration until you reach the certain time point
5. Fabricate memories in your mind and fabricate documents to convince you and others that the contract you made with me is completely different

With this the trap is set. Sora now says the monarchy is taking a weeklong "break" and he doesn't do any politics while he works on his side projects. Sora can do this as he knows other races who are wary of Sora's secret winning method will not try to mess with Elchea for the time being until they gather enough information. Sora knows that for the other nations to actually come for Elchea they first need confirmation that "Elchea is worth investigating" and "Elchea is vulnerable". Sora plans to do that by intentionally allowing a coup but until that happens he can chill.

During his side project Sora prints out a bunch of goods and popularizes it so everyone who was unaware of printing technology is amazed by this and with the new acceptance of printing technology,

Sora starts implementing convertible bank notes to their economy. The recent break of the fucking government pisses the people off, and this fully motivates the commerce association to commit to their coup and take their entire operation hostage, demanding Sora and Shiro to accept a game for Elchea's (kingdom of humans) throne in a game where they are rigged to lose 100% or the commerce association will stop all its operations. Sora predicted this and with this loses his throne.

To the other races watching this happen it appears as though Sora who seemed to possess a secret winning method has just lost. They will likely consider the possibility that Sora's secret winning method is linked with the nation of humans and not Sora personally which will explain why Sora couldn't use it against his own kind as the commerce association people are human like him. This meant Sora's secret winning was external to Sora meaning it might be something the other races can use too. In a world dominated by games, a method to win any game is like the most overpowered weapon a race can have, so all the races offer deals to the commerce association people who now run the parliament to act as spies. They attack this timing specifically as it was when Elchea seemed most vulnerable with the externally visible internal coup, showing vulnerability. With this all the members of the table of government for Elchea is now a secret spy working for another race and the nation is getting torn apart as it's a haven for espionage and political warfare.

Each of the races are of course aware of other races doing this and they offer important political information of their own, or information they know of other races, to use as wager or to trade information so they can find more details on Sora's secret winning method, which never existed in the first place, Sora won all the games with his own wit not on some method. The other race wager valuable information about their own politics all to find a non-existent method. Sora predicted all of this and with the contract he made with the commerce association people earlier wanted to capitalize off of all the information the other races are providing about themselves and other races to get for himself.

While all of this was happening Sora set up shop in a location on a major trade route. Sora knows the whole point of the commerce association couping him was because of his policies that limited trade so once they took the throne, they would allow more trade, which increased the economic activity in trade routes. He sells fraudulent items with magical properties using his magical allies, with this he accumulates a lot of convertible bank notes, and from the encrypted code was keeping track of the poison traps progress.

He deals with a mess with the dwarfs and after that goes to visit Elchea at the time where Sora set his trap to activate. The contract reaches its time point and all the spies (members of the commerce association, now turned government personnel now turned spy) for all the other races start to babble off about the most important political information the other races have been using in this espionage war. They are leaking details that are crucial for their race's politics and survival to properly function, and to stop them from leaking any more information out they need Sora to say a word that only he knows. Because information is constantly getting leaked there is an active time pressure for other races to resolve this as quickly as possible.

With this Sora can offer other races to say the word to stop the leak but in exchange will demand a game that heavily biases Sora since he has all the leverage here so he can force cooperation. Now Sora can expand his federation to encompass and ally with the majority of races, so in Sora's quest for conquest the other races can't just team up with each other since after this trap, Sora's federation will be the majority power capable of defeating other races even if they team up.

It is called the poison strategy due to the allegory many characters used to express this strategy. “The easiest way to poison a hoard of Lion’s is to inject poison in yourself and allow yourself to be eaten by them” was one of the allegories a character used to express Elchea being used as a massive political warfare zone so the other races will slowly start to leak crucial information. “Once my poison is looming on the other races I will offer medicine to them and in return how about I demand their entire country” was how Sora expressed his plan to use the leaking information as leverage to offer a game that will allow him to force cooperation on other races.

Sora’s strategy in Fairies Love Game

spoilers for NGNL volume 1,2,3,4,5,6,7,8,9,10,11



Context

Analogy and Confirmation

Festival

Betrayal and Conclusion

I also have a lot of struggle understanding Sora's schemes, if there are any issues please point them out
u/Shoslovelytechred on reddit
TechMeo on Discord
I did not cook on the structure as I was learning the strategy as I wrote most of the docs. Sorry
Some of the strategies really should be categories as plans but I don't care enough
the info about world building is in the sugoroku section of the document tabs

As for how I interpreted Sora's feats, because NGNL has a very minimalistic explanation, the doc involves personal interpretation. For all unexplained parts I assumed Sora had planned as far back as necessary to logically explain his choices in the most minimal explanation. For any parts that Sora could have either "predicted something and set it as a part of his plan" or "just went in with no plan and improvised throughout the way" I always assumed the former. For any aspects where circumstances just met I assumed Sora had planned it if it was realistically possible and is implied by the plot.

Done

- Word connector
- Surogoku
- rhythm chess
- negotiation checkmate
- kings game
- existence othello
- love or loved
- avant heim chase
- Wake up Laila

Currently working on

- fairies love

Not in work

- soul mecha
- devils tower