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Sora and Shiro, the main characters of the anime. Sora is the one on the left, and Shiro is the one on the right.

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Media Factory – KADOKAWA (JP)Yen Press (NA) Media Factory (JP)Seven Seas(NA)
January 27, 2013 – present
Frontier Works, Media Factory, Movic, AT-X SuperSweepShinji HosoeTakahiro EguchiAyako SasōFumihisa Tanaka Hanabee (AUS), Sentai Filmworks (NA), Medialink (SEA), MVM Films (UK)
AT-X, Tokyo MX, Sun TV, KBS, TV Aichi, BS11 (JP)Anime Network (NA)
April 9, 2014 – June 25, 2014
Media Factory (JP)Yen Press (NA)
May 27, 2015 – November 27, 2017
No Game No Life (ノゲーム・ノライフ, Nōgēmu Nōraifu) is a Japanese light novel series by Yū Kamiya. It is published under the MF Bunko J imprint with nine novels released between April 25, 2012 and August 25, 2016. The author and his wife, Mashiro Hirai, adapted the novels into a manga series for Monthly Comic Alive in 2013. Later that year, an anime adaptation of No Game No Life by Madhouse was announced. It premiered on AT-X between April and July 2014, and was simulcast outside Japan by Crunchyroll. An anime film adaptation of the sixth volume, No Game No Life Zero, premiered on July 15, 2017. A spinoff manga, No Game No Life: Please, focusing on the character Izuna, ran from May 27, 2015 to November 27, 2017. The No Game No Life franchise was localized in North America by several companies: Seven Seas Entertainment licensed the manga, Sentai Filmworks the anime, and Yen Press the light novel series. The series follows Sora and his younger stepister Shiro, two hikikomori who make up the identity of Blank, an undefeated group of gamers. One day, they are challenged by the god of games to chess and are victorious. As a result, the god summons them to Disboard, a reality which revolves around games. Intent on maintaining their reputation as the undefeated gamers, Sora and Shiro plan to conquer the sixteen ruling species and to usurp the god of games. The series began receiving recognition in 2014, when it appeared in Kono Light Novel ga Sugoi! and had its volumes placed as one of the top thirty selling novels in Japan. It was reported in May 2017 that over 3 million printed copies are in circulation. The English localization of the manga and anime were also well received: the manga adaptation appeared on The New York Times Manga Best Sellers; meanwhile, English reviewers were generally turned away by the first episode of the anime, though reviewers who have completed the series generally praised the character dynamics, game strategies, and animation, while disliking the fan service featuring the underage Shiro. Synopsi[[s]] In this fantasy world, everything's a game—and these gamer siblings play to win! Meet Sora and Shiro, a brother and sister who are loser shut-ins by normal standards. But these siblings don't play by the rules of the "crazy game" that is average society. In the world of gaming, this genius pair reigns supreme, their invincible avatar so famous that it's the stuff of urban legend. So when a young boy calling himself God summons the siblings to a fantastic alternate world where war is forbidden and all conflicts—even those involving national borders—are decided by the outcome of games, Sora and Shiro have pretty much hit the jackpot. But they soon learn that in this world, humanity, cornered and outnumbered by other species, survives within the confines of one city. Will Sora and Shiro, two failures at life, turn out to be the saviors of mankind? Let the games begin...! (Source: Yen Press)
Published books[[Light Novels]] No Game No Life is a light novel series written and illustrated by Yū Kamiya. It is published under the MF Bunko J imprint, ten volumes were published by Media Factory between April 25, 2012 and January 25, 2018. In August 2014, Yen Press announced No Game No Life will be one of its titles published under its newly launched imprint, Yen On. In 2015, No Game No Life's localizations include Brazil, Taiwan and Russia; distribution in China was banned due to the government viewing the series as a threat to communism. No Game No Life was conceived during the serialization of A Dark Rabbit Has Seven Lives. Kamiya's original idea was a fantasy setting with battles; since he disliked drawing battles, he replaced it with games. He had intended to turn the idea into a manga series, but an unspecified illness made him unfit to handle the workload. While hospitalized for treatment, the author imagined how his idea would work as a light novel, and settled for that medium instead. Kamiya began writing the first volume and was advised to break it into three parts due to its length. In the middle of writing the second volume, Kamiya moved to his home country, Brazil, for further treatment for his ailment; in order to meet the volume's deadline, his wife drew some of the illustrations in the novel. After the third volume, a new editor was assigned to the series. Kamiya noted the third volume contained a lot of plot progression, and was going to balance it out in the fourth volume with more lighthearted and carefree events. Volumes four and five were written as a single volume; since volume four lacked a climactic ending, Kamiya had to restructure the story. A This, along with communication problems with his new editor, and other problems in Kamiya's life played a month delay in volume four's release. A After completing volume five, Kamiya was asked to submit volume six's manuscript before 2014 for the anime adaptation, and to complete the volume before the anime's premiere. No. Title Original release date English release date 1 In This Fantasy World, Everything's a Game — and These Gamer Siblings Play to Win! April 25, 2012978-4-04-066433-0 April 21, 2013978-4-04-066433-0 July 21, 2013978-4-066114-8-8 February 23, 2014978-1-62691-079-2 February 23, 2014978-4-04-066562-2 January 8, 2015978-1-64275-037-9 A side series, titled "No Game No Life: Please", by Yūzaki Kazuo, began serialization in the July 2015 issue of Monthly Comic Alive on May 27, 2015. The final chapter was published on November 27, 2017. It focuses on Izuna Hattusue and her daily life. Yen Press announced their license for the manga on October 28, 2016. No. Original release date Original ISBN English release date English ISBN 1 January 23, 2016978-4-04-067878-2 June 20, 2017978-0-316-61792-3 August 23, 2016978-4-04-068255-0 September 19, 2017978-0-316-47237-1 3 April 22, 2017978-4-04-069165-7 February 6, 2018978-0-316-51767-6 4 January 23, 2018978-4-04-069535-8 September 18, 2018978-1-9753-0178-1 A second chapter, "No Game No Life: Dai-2 Shou - Toubu Renjou-hen (ノゲーム・ノライフ 第二章 東国連合編, No Game No Life: Part 2 - Eastern Union Arc)," which depicts episodes from the second and third volumes of the novel, has been serialized since the January 2022 issue of the same magazine and illustrated by Ryu Naitou. No. Original release date Original ISBN English release date English ISBN 1 June 22, 2022978-4-04-681079-3 — 2 February 21, 2023978-4-04-682141-6 — Character[[to be added. TV Anime]] This gameOnega[[Snyaiper (おねがいすやいぱー) Konomi Suzukizuna Hattusue (Miyuki Sawashiro) (eps 11) On July 27, 2013, Monthly Comic Alive announced the anime adaptation for No Game No Life was green lit. It is directed by Atsuko Ishizuka and animated by Madhouse. The series premiered on April 9, 2014 on AT-X; it was later broadcast on five other broadcast stations and several streaming networks. The final episode premiered on June 25, 2014. Media Factory released the series in six DVD and Blu-ray volumes between June 25 and November 26, 2014. The opening theme for the series was "This Game" by Konomi Suzuki and the ending theme is "Oracion" by Shiro's voice actor, Ai Kayano. Staff Original Story and Character Design - Yu Enomyia (MF Bunko J) "No Game, No Life"/ Kadokawa Media Factory) Director - Atsuko Ishizuka Chief Animator - Juki Hanada Character Design - Kenji Odaira Art Director - Tsukasa Ohira Art Director - Tsukasa Ohira Color Designer - Chiaki Colbe Designer - Haruru Ohno Director of Photography - Kenji Fujita Editor - Shuhei Yabuta Executive Producer - Yoshiaki Matsuzaka Producer - MASAHIKO KANEKO Music Producer - SUPER SWEEP (Shinji Hosoe, Ayako Sasano, Takahiro Eguchi, Fumihisa Tanaka) Music Producer - KADOKAWA (Media Factory) Music Producer - Shinohara Kazuo Producers - Sho Tanaka[[59]] Asako Shimizu, Satoshi Ukao, Mika Shimizu, Yohji Hayashi Animation Production - Kenji NAKAMOTO Animation Production MADHOUSE Production - No Game, No Life All Rights Reserved Committee (KADOKAWA, Frontier Works, AT-X, Movic) Crunchyroll simulcast No Game No Life and made it accessible to several regions. In North America, Anime Network broadcast the series on their cable network and made it available on their website, while Sentai Filmworks released the series for home media in July 2015. In the United Kingdom, MVM Entertainment licensed the series for distribution and in Australasia, Hanabee Entertainment licensed the series for its video on demand website. In France, the series was also simulcast on Anime Digital Network and is broadcast on Viacom International Media Networks' J-one channel. In China, the series is made available on PPTV. No. English titleOriginal Japanese title Director Writer Original air date 1 "Beginner""Biginā" (素人) Kōji Ōdate Jukki Hanada April 9, 2014 Stepiblings Sora and Shiro are known as Blank, an undefeated online gaming group. In reality, they are both agoraphobic hikikomori. After five consecutive days, they are challenged to a game of chess by an anonymous player. When Sora and Shiro are victorious, they are offered to be sent to a world run by games. Once they accept, they are suddenly summoned to an alternate world called Disboard by the anonymous player now recognized as the god of play named Tet, who departs after explaining that Disboard is governed by a set of rules called the Ten Covenants. After humiliating three bandits, Sora and Shiro travel to a hotel at Elkia, a nation inhabited by humans, where Stephanie Dola and Chlammy Zell are seen playing a game of poker to determine the next ruler. Sora is challenged to a game of poker against a woman queen to join his side by declaring her king to be corrupt. As Shiro reassures Sora that everything will be okay, Sora comes up with a plan to turn the tables. A Grandmaster"Grandmasutā (グランドマスター) Chiaki Ahe, Keiko Yamamoto Jukki Hanada April 30, 2014 Chlammy is caught off guard when her chess pieces gradually defect to her former queen, and her king is eventually assassinated due to her tyrannical rule. With Sora and Shiro now victorious, Sora denounces Chlammy for her plan to assimilate Imanty with the Elves, telling her not to underestimate Imanty. Three days later, Sora and Shiro are crowned the representativitng and queen of Imanty, and they begin resolving political and economical problems in Elkia. At their coronation, Sora and Shiro give a compelling speech before being bestowed the king race piece of Imanty, a chess piece which represents the nation's rights and freewill. At night, Sora and Shiro learn that the Filigeli are the sixth ranked angel race of the Exceed living on the floating nation of Avant Heim. They are visited by Tet, who explains that whoever gathers all sixteen chess pieces from each species will earn the right to challenge him for his title of god. In response, Sora and Shiro accept his challenge, declaring that they will be the winner. 5 "Weak Square""Wiku Sukuea" (ワークスクエア) Maria Ichino, Takashi Nagayoshi Takashi Aoshima May 7, 2014 As Stephanie is fed up with Sora and Shiro delegating their duties to her, Stephanie challenges Sora to a game with the wager of him being a decent person if she wins. Stephanie challenges Sora to a game of blackjack. Sora wins with card counting even when Stephanie attempted to implement false shuffling. After humiliating three aristocrats, Sora uses his wager to dress up Stephanie in a dog costume. However, Stephanie closely resembles one of the Werebeasts, the fourteenth ranked animal-eared race of the Exceed living in the islands of the Eastern Union, who possess superior senses and physical abilities as well as a sixth sense. Stephanie challenges Sora and Shiro to several prediction games, only for the former to lose her dignity each time. As Sora and Shiro exploit Stephanie for not having knowledge in probability, they tell her that there is not enough information about the Werebeasts. Realizing that Sora and Shiro were not fooling around with their duties, Stephanie redirects them to the main library in Elkia, owned by Jibril, the youngest and strongest Filigeli. 6 "Interesting""Interesutingu" (インテレスティング) Kunihiko Hamada Kento Shimoyama May 14, 2014 Challenging Jibril to a game for the ownership over the main library, Sora and Shiro wager their tablet computer which contains thousands of valuable books. After Sora fondles Jibril's sensitive wings, Jibril offers her freedom in exchange. They play a game of materialization word chain, where their spoken words will materialize or disappear from the environment, starting with an atomic bomb. During the game of materialization word chain, Sora tells Jibril that Imanty is not as weak as she thinks. Sora and Shiro cleverly and gradually dismantle the planet by removing its outer core, lithosphere and oxygen gas. This leads them to inducing a supernova by nullifying Coulomb's law. Jibril loses the game of materialization word chain after realizing that Sora and Shiro orchestrated the gameplay from the very beginning. An impressed Jibril solemnly swears her loyalty to Sora and Shiro, who allow Jibril to stay in the main library. 7 "Sacrifice""Sakurifians" (サクリフィアス) Rie Harada, Kakuto Gai Takashi Aoshima May 21, 2014 Jibril notes that Stephanie was only ordered to fall in love with Sora, not stay in love with him. Meanwhile, Chlammy and Fiel discuss that the quality of life in Elkia has improved. Jibril tells Sora, Shiro and Stephanie about the history of the Werebeasts, which revealed that the Werebeasts had been undefeated for half a century, always wiping the memories of opponents who lost the games. Discovering that Makoto challenged the Werebeasts eight times and lost a large amount of territory in the last decade, Sora denounces Makoto's motives as a king and brings tears to Stephanie's eyes. Upon further investigation at night, Sora sees Shiro as a genuinely pure human as he strives to believe in Makoto's motives. Previously entrusted by Makoto, Stephanie gives Sora a special key, which unlocks a hidden library within Makoto's royal chambers. Sora, Shiro, Stephanie and Jibril discover that Makoto did not have his memories erased, but instead recorded information about the Werebeasts which would be passed on to the next ruler. 8 "Fake End""Feku Endō" (フェイクエンド) Shinichi Suzuki, Keiko Yamamoto Yu Kamiya May 28, 2014 Sora, Shiro, Stephanie and Jibril visit the embassy of the Eastern Union, where they meet Ino Hattusue, the assistant ambassador of the Werebeasts. Inside the embassy, they meet Izuna Hattusue, Ino's granddaughter and the ambassador of the Werebeasts. Sora and Shiro challenge Ino and Izuna to a game between the nations of Elkia and the Eastern Union for all the land on the continent. Based on the four games that the Elves lost against the Werebeasts, it is deduced that the Werebeasts made a video game that would allow them to cheat, meaning that the Werebeasts cannot read minds. Threatening to leak this information to the Elves if their challenge is not accepted, Sora and Shiro wager Imanty's king race piece and Elkia's territory. One week later, Sora leaves to accept a challenge on his own. Two days after that, Shiro realizes that Stephanie has no recollection of Sora. 9 "Sky Walk""Sukai Wōzoku" (スカイウォーク) Masaki Hyuga Jukki Hanada June 4, 2014 As Stephanie believes that Shiro's memories may have been tampered with, Jibril challenges Shiro to a game of chess in order to remove the supposed false memories of Sora. Deciding to hold onto these memories, Shiro wins the game of chess and claims that Sora is indeed real. Shiro realizes that Stephanie and Jibril cannot recall what happened the day after Sora disappeared. After further investigation, Shiro recalls that Sora challenged Chlammy to a game of Othello, where the disks collectively make up their existence. The wager is to manipulate the memories of their respective partners Shiro and Fiel. After Jibril detects magic in the royal chambers, Stephanie trips on two sets of three disks on the floor. Using Sora's three disks, Shiro places each of them on an invisible unchecked board, thereby winning the game of Othello and restoring Sora's existence. With this victory, Sora shares his memories with Chlammy in order to form an alliance and gains the right to alter Fiel's memories as he pleases. 10 "Blue Rose""Riru Rōzu" (ブルーローズ) Maria Ichino, Takashi Nagayoshi, Yukino Kinoshita Kento Shimoyama June 11, 2014 Chlammy and Fiel formally introduce themselves to Sora, Shiro, Stephanie and Jibril. However, Jibril and Fiel are at odds due to the fact that the former accidentally slaughtered many Elves in the Gen Gard during the Great War six thousand years ago. It is revealed that Chlammy's ancestors were slaves to Fiel's ancestors for generations, though Chlammy and Fiel treat each other as equals. Sora tries to convince Chlammy that public jathing is the great way to bond as allies. In the hidden library at night, Chlammy tells Sora that they cannot rely on chance and must avoid making any mistakes. The next day, Sora, Shiro, Stephanie and Jibril visit the embassy once again. Before the game begins in the arena, Ino informs her observant public audience that the wager will be Imanty's king race piece and Elkia's territory versus the Eastern Union's entire land. Chlammy and Fiel monitor any trace of cheating. Sora, Shiro, Stephanie and Jibril, as well as their opponent Izuna, are transported to a virtual reality field that resembles Tokyo. Sora and Shiro enter into a devoid state due to their agoraphobia. 11 "Killing Giant""Kiringu Jaianto" (キングジョイアント) Masaki Hyuga Kento Shimoyama June 18, 2014 Sora and Shiro snap out of their funk after Ino reminds them that they are in a virtual reality field. Ino explains that the challenge will be a game of cops and robbers, where they use lovey-dovey guns that shoot heart-shaped bullets against non-player characters in the form of animal girls. Stephanie remains clueless about the rules of the game. Sora, Shiro and Jibril battle against Izuna, who manages to evade even the most relentless attacks. When Sora, Shiro and Jibril hide under a corridor, it is shown that Ino secretly relayed their location to Izuna. Sora, Shiro, Stephanie and Jibril then regroup in a park, as Shiro makes proper and private adjustments to the plan of action. Executing the unspoken plan of action, it is later revealed that Izuna was tricked into Sora switched sides, but Shiro threw her shirt button in the trajectory of the bullet instead. Izuna soon finds herself in a dire situation when she is cornered by Sora and Shiro. This forces Izuna to use an ability called Blood Break, which augments her physical capabilities. 12 "Rule Number 10""Riru Nanbā Ten" (ルールナンバー10) Kōji Ōdate, Kunihiko Hamada Jukki Hanada June 25, 2014 After easily defeating Sora and Shiro, Izuna lets her guard down and is consequently defeated by Stephanie piggybacking on a non-player character. Sora bound Stephanie to the Ten Covenants in order to hide her intent while Shiro calculated the movements of the non-player character, only to hide Stephanie's location. As Ino announces that Elkia will be the amount won by the girls' hand, Sora, Stephanie, Jibril, Chlammy and Fiel do a brasserie-style toast to celebrate their victory. Later on, the Shrine Maiden, the nameless representative of the Eastern Union, challenges Sora to a game of heads or tails in her shrine. The Shrine Maiden chooses tails as Sora tosses the coin in the air, though the coin lands on its edge. Sora convinces the Shrine Maiden to declare both of them winners. This would allow Elkia to share resources with the Eastern Union while the Shrine Maiden keeps the ability to self-rule the Werebeasts. Sora and Shiro believe that the Ten Covenants would allow them to unite all sixteen races in order to challenge Tet to a game. In the aftermath, Sora and Shiro request the Shrine Maiden to channel an Old Deus, the first ranked godly race of the Exceed, for the next game. Picture drama specials included on the Blu-ray/DVD volumes. 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Stephanie then begs to be released from the tentacles. 4 "Dressup Doll""Doresuupū dōru" (ドレスアップドール) BD Vol. 4 Chlammy Zell is caught in the rain and removes her clothes to dry them. Fiel Nirvalen dresses up Chlammy in various fetish outfits, but Chlammy does not like any of the options. Fiel then uses magic to dry Chlammy's clothes, Chlammy yells at Fiel for not doing that sooner, but accidentally dries her towel. 5 "Growth""Kurōsu (グロース) BD Vol. 5 As Sora is frustrated by the amount won by the girls' hand, Sora, Stephanie, Jibril, Chlammy and Fiel do a brasserie-style toast to celebrate their victory. Later on, the Shrine Maiden, the nameless representative of the Eastern Union, challenges Sora to a game of heads or tails in her shrine. The Shrine Maiden chooses tails as Sora tosses the coin in the air, though the coin lands on its edge. Sora convinces the Shrine Maiden to declare both of them winners. 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