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# No Game No Life, Vol. 1 - Light Novel



## Synopsis

The original light novel that started the phenomenon! 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 "crappy 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...!

## Book Information

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## Customer Reviews

Yuu Kamiya is the author and illustrator behind the light novel series, No Game No Life, and its manga adaptation.

For a person new to Japanese Novels it was pretty good. Bought it due to the anime having a "read the original material ending" and so being curious I wanted to read a bit of the original material. This book cover about 5 episodes in the anime so if you want to read where the anime end I would say book 3 when it comes out. Overall the book still have its charms from the anime included a couple

illustrations some with ecchi elements, also if you thought the anime was a little fast pace with it overwhelming amount of game strategies and thinking the novel makes a lot easier to understand and goes more at your pace. It overall a great addition to your manga and novel collection!

I first saw the anime and really was drawn to the characters. So, wanted to buy the manga. I saw this and didn't read the description properly, so when it arrived and was the novel. I was surprised. But, my mistake. I still love the story, and it's interesting to see the story in different incarnations. Anime, book, manga. I really liked the dynamic between the brother and sister. The way they understand and need each other. It's not the usual brocon/siscon, or other commonly used themes. I really enjoy how they see the world. The good and the bad. It is a really solid and enjoyable story.

Much like many of you who have decided to begin reading this series, I was intrigued after watching the anime. Some things translate over well into literary form [after watching from the anime] while others do not. The light novel is a quick read; it's short and the language is suitable for the high school level; do not read this if you want to read at a higher level. That being said, it's a fun read. The story concerns two siblings that are the best "gamers" around who are transported to an alternate world where conflicts are solved via games. Not video games, but games like poker and chess etc. There are twists to the games played that offer interesting and sometimes hilarious situations. The conditions of who gets what if a particular side wins are dealt with before the game starts and the prize at the end is binding; this makes for some fun situations in the story that will extend throughout the entirety of the series. The major downsides are somewhat trivial, but are somewhat irksome every now and then. The artwork is terrible in my opinion; I wish the artist/publisher would have picked a more tame cover picture. Some of the translation is awkward as well, especially when using "gamer lingo" in certain places; it feels forced and may have been better suited to [leave out?] or find an alternate way of presenting it. It really breaks my immersion with the story at times, which makes me put it down and come back to it later. These flaws are not going to make me stop reading however; I like the world, I like the characters, and I like that Yen Press/On has decided to translate many more light novels; many of them bring a literary flavor that is distinct from the often overly dramatic or bland literature of many western authors in recent memory.

I haven't read any Japanese based light novels before this one, but I'm very glad I picked it up. The story of "No Game No Life" is one where strategy plays a big part in everything, and following Sora and Shiro in their out of this world ideas will leave you craving more content from this universe

worse than a fugel. I would recommend this story, Light novel or anime, to anyone who likes games, tactics, anime, or an alternate universe where there is no violence allowed. I could however see if a bit of fan service might turn someone off from getting into the story.

As with so many others, I thought I was ordering the manga, and got the light novel instead. Half of those who think they're getting the novel wind up with the manga, so things are still in balance, lol. Still, I wasn't disappointed in the end, except for the fact that the first novel takes you only about halfway through the first season of the anime. The writing captures the spirit of the anime quite well, and I found myself identifying with Sora even more than with the anime, where he's much more smart-alecky. The co-dependent relationship with his sister Shiro may disturb some readers, but even this is dealt with matter-of-factly (and humorously). It is what it is, and the two have adapted to it. I've already ordered the second novel, and am looking forward to the continuation of the story, though I will undoubtedly get the manga this time...

What I most like about this series is that the main characters plan long term to win and think things out. The situation doesn't just happen to be something they can solve because they manipulated the situation and people to make it winnable. The main characters play to win with nothing held back for social graces. This makes them appear villainous at times, but the real causes are their complete dedication to victory and the desperation of the situation. This is different from most novels in which the protagonists just roll with the punches. This series of novels is a non-stop setup of the reader and non-protagonists being caught by surprise at just how, and when, the game was really won. I think it might appeal to mystery novel audiences looking to indulge in a bit of fantasy.

I originally found this series through the show which I found to be intriguing and exciting in its own right. What I have found in the books is the feeling of giddiness I found in the show when I finished an episode and couldn't wait to go on to the next one. These novels are something I'd recommend to anyone. The characters are interesting, funny, and likeable. The main characters are great and their personalities are interesting to think about. This is a glimpse into a world where all conflicts are settled with games and instead of being a happy-go-lucky world full of peace like most would like to think it would be. It shows us that just because there is no violence doesn't mean the world is without conflict and even without violence there will always be people who will look down on others and try to take all they have so as to increase their own wealth.

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