Wig-Or-Log: Color Wars Rundown

WARNING: The following is a complete rundown of the online novel Wig-Or-Log: Color Wars and contains major spoilers.

**World**

Wig-Or-Log takes place in a world that’s been participating in a war longer than history has recorded. The war is organized; individuals in the Wig must obey the laws or be sentenced to a life as a criminal and be hunted by all other members of the war, regardless of allegiance.

Participating in the war are four major companies which are named after and represented by colors: Orange, Gold, Blue and Green. Each country fights to gain land from another until one country has all the land of Wig-Or-Log. All members are expected to wear and display bands on their left bicept, which displays their country’s allegiance and their rank.

At the top of the chain of command are the four Officials. Each Official belongs to one of the corresponding warring countries, creating the rule of said country. The Officials work together to create an environment where everyone can participate in the war fairly, the result of which are the rules of Wig-Or-Log, laws that everyone must abide by under penalty of death. The Officials meet in a secret location, known only to them and the Discretes (see below). It is revealed by Sheina in chapter 20 and Eltin in Chapter 28 that certain children in the Center are selected to be Officials sometime later in their lives. However, Diablo reveals in chapter 90 that the only true Officials were the original Discretes and that the current ones are myths to get people to trust the way the war works.

The Discretes are next in the chain of command of Wig-Or-Log. The Discretes have three primary jobs, protect the Officials, teach the children of the Center, and enforce the rules of Wig. It is expected of everyone in Wig-Or-Log to kill criminals on site, but the Discretes carry the expectation heavier than others.

The story tells that a Discrete is selected upon entering the Center, randomly, to be trained separately from other members. They hold no allegiance to any country, only the Officials, and thus cannot participate in acts of violence unless it is to uphold the rules. They are known only by letters which also display their rank and skill.

It is revealed by Diablo in chapter 87 that the Discretes are the ones truly making the rules, not the Officials, and that they are selected by a gene that determines skill set.

All ranks are said to be Random, though it is revealed by Diablo in chapter 87 that all ranks are determined by genetics.

Leaders are the first war ranks that can be assigned to children in the Center. In the Center, a Leader is taught the basic skills of close combat fighting, scouting, and advanced techniques in strategy. Legally, they can use any weapon.

Nears are the second war rank. They are trained to specialize in close combat and are not legally allowed to use bows.

Fars are the last war rank. They are trained to specialize in combat from a distance and are not legally allowed to use close combat weapons.

It is a rule of Wig that Fars and Nears have to obey Leaders of their country.

A person who departs from the Center for the first time wears a white band. The band turns the color of the country the person decides to join.

A person who declares to live a life of piece will have their band turn grey and their rank will be removed.

A person who is declared a criminal by the Discretes will have their band turn black and their rank will be removed.

The Center is the hidden training facility that everyone goes to at the age of two. A rule of Wig prevents countries from growing by reproduction, and thus all parents who wish to keep their rank and color must send their children to the Center at the age of two. Grey bands are allowed to keep their children, but they still must visit the Center for a few weeks to have a band placed on them. On their sixteenth birthday, fighters are drugged and wake up in Wig-Or-Log.

**Characters:**

Atsuma – Known as one of the best Leaders in Orange, Atsuma is the Leader of Team Atsuma, the best team in all of Orange. When Baas is assigned to be on his team, he also becomes Baas’s Personal trainer. Atsuma holds the title of a Great One, which describes a famous fighter in Wig.

Baas – The protagonist of Color Wars. A happy, go-luck sixteen year old who is leaving the Center for the first time

Diablo – A masked figure who attempts to get Baas and Atsuma to join him on a mission. It is revealed in chapter 105 that Diablo is actually the former Discrete D, a rouge Discrete whom was presumed to be dead.

Henry – The son of famous Black bands, Henry was born into the war as a criminal. He steals from colored bands to help his brother, Brothamo, and their society survive. Upon finding Keely, he agrees to help her thinking he can use Baas as a way to help fend off Discretes. In chapter 105, it is revealed that Henry’s birth name is Sean, the son of Atsuma and Arttior, and that the real reason he was black banded was because of how Atsuma had broken one of the rules of Wig on his second birthday.

Keely – Daughter of an former commander, Keely is a young woman whose been trained very loosely in combat. As a Grey, she is forbidden to participate in combat, and so, uses the identity as “The Dragon” to help fight without fear of breaking a rule of Wig. In chapter 47, the Discretes announce that Greys can fight for self-defense purposes and spare Keely’s life on the grounds that she will forever retire being the Dragon. Keely, however, winds up using that name once again when she has to team up with Henry to help her friends escape a Gold prison.

Sheina – Baas and Vatti’s friend whom they met in the Center. Sheina was the first to depart into the world of Wig among the three friends and was later found to be serving meals in Orange. When Atsuma found out she was old friends with, he tried to use her to get Baas to willingly leave his team. Instead, Sheina wound up joining Team Atsuma along with Baas.

Vannesa – Vanessa is the commander of Orange. She assigns Baas to be on Team Atsuma as well as be trained by Atsuma Personally. In chapter 24, she goes missing, leading the rest of Orange to believe she’s been kidnapped.

Vatti – Holding the title of Great One, Vatti is one of the young captains of Blue. She grew up with Baas and Sheina in the Center, and is Baas’s best friend.

**Plot Summary:**

On his sixteenth birthday, a Leader named Baas leaves the Center for the first time since his early childhood. Entering the world of Wig-Or-Log, Baas expected to become the next great fighter in the everlasting war that occurs throughout the land for longer than history can remember. A Leader named Atsuma, along with his comrades, a Near named Koroko and a Far named Pandora, find Baas during the middle of defending their country’s territory. The team rescues him and brings him into Orange, one of the four countries participating in the war.

Baas meets the commander of Orange, Vanessa, who assigns him to be a part of Atsuma’s team along with his friend whom he hadn’t seen in a few years, Sheina. He is also to be personally trained by Atsuma in hopes that Vanessa can turn him into a great Leader for Orange. For his first mission, Baas and the team, along with Commander Vanessa, take control of a checkpoint ship, held by a rival country, Blue. After the mission, the Oranges discover that Vanessa has been kidnapped.

Team Atsuma makes it’s way to the second base of Orange