

“

INTRODUCTION

December 31, 2028 – Nevada desert.

Nine people have been living and performing experiments for the past five days in the Dcom facility. On the sixth day, they discover they are trapped in confinement rooms, an unfamiliar black bracelet strapped to their left wrists. A mysterious figure in a mask appears before them, demanding that they play the “Decision Game.” “The lives of you, me, and the human race hang in the balance.” Transported to a shelter underground, they are divided into 3 teams and left in separate wards. Which team will manage to stay alive...? The fate of all mankind rests on their decision!

”

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Zero Escape Series Overview

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WARNING: CONTAINS SPOILERS FOR THE ZERO ESCAPE SERIES AND ZERO TIME DILEMMA

Greetings. I am Zero.

You're already here, so I invite you to join our little game.

Find six X-Passes to open the X-Door.

Each X-Pass is a single letter.

Within these pages, there are six puzzles. The letters are cleverly hidden among them.

Here is where the X-Door may be accessed:

http://www.spike-chunsoft.co.jp/html/zeroescape/x_door/en

This is not just any game.

It is the Decision Game.

Be forewarned, there may be more than a single answer.

Will your decision be the correct one?

RULES

- Solve the six puzzles in this booklet to find the X-Passes.
- Assemble the correct password and input it in the website above to face Zero.
- Each puzzle has two possible letter solutions.
- Your decisions will guide your answer.
- Will you kill the others? Or find an alternate method?

X-Passes

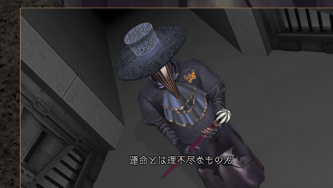
A2 A6 A4 A1 A5 A3

or

A2 A6 A4 A1 A5 A3

ZERO | VA: ????

The mastermind of the Decision Game. Refers to themselves as “the second Zero.” His—or her—age and sex are hidden by a macabre mask and voice changer. What do they stand to gain by orchestrating the Decision Game?



GAB

An old male dog, he is part of the cohabitation experiment at Dcom. He's able to squeeze through small vents to carry messages between wards. Gab letters may be bare bones, but they're better than no communication at all.



PRE-DECISION

Scenario by Kotaro Uchikoshi

FLASHBACK

By Koutaro Uchikoshi

■ December 26, 2028: Just after noon

"Six billion will die if we don't do something!"

Sigma stood in the center of the Infirmary, a crowbar gripped in his hands. What used to be the door of a medicine cabinet lay at his feet among shards of broken bottles.

None of the participants dared make a move. A furry face poked through the wall of legs.

"Gab..." Sigma's voice trailed off. His gaze caught on the canister hanging from the dog's collar.

"Could it be—?" No sooner had he spoken than Sigma leapt towards the dog. Carlos seized the opportunity and tackled Sigma. The two wrestled across the floor and slammed into the wall, shaking the room.

"Get off me! It might be in the case!"

"What might be? You're not making sense!"

"The very thing that will kill six bil—dammit!" Sigma held tight to the crowbar as Carlos attempted to pin him.

"Don't just stand there! Do something!" Carlos struggled to get the words out.

Junpei and Eric quickly leapt into action. The three men piled on him and Sigma put his full strength into trying to buck them off.

"There's still some fight left in this old man!"

"Who's an old man? You're stronger than any of my crew back at the station."

The four women watched the scuffle from a safe distance. Mira was simply bemused. Diana looked out of her element. Phi just grit her teeth. And as for Akane... She calmly knelt down and opened the case on Gab's collar. Removing the contents, she presented them to Diana.

"You said you were a nurse, didn't you, Diana? Can you tell me what this is?"

Diana examined it carefully. "It's nitrate. You'd use it to treat cardiovascular disease."

"You mean like, heart attacks?" Phi narrowed her eyes and Diana responded with a nod.

Mira interjected, "So Gab's like one of those rescue dogs.

Someone's heart gives out, and Gab's there to provide the medicine. He's more reliable than some people I know."

Hearing the explanation, the fight went out of Sigma and he finally stopped struggling. Carlos wrested the crowbar away from him and Eric picked it up. He raised it over Sigma's head.

"Throw this asshole into confinement!"

Junpei stood and brushed himself off. "Yeah, that's the course of action the emergency guidebook suggests. 'Should a participant become mentally unstable during the experiment and pose a possible threat, the participant may be restrained in a confinement room at the leader's discretion.'"

Mira wasn't convinced. "But it's still the first day. We only just started the cohabitation a few hours ago. Are you saying he went crazy already?"

"Whatever, just lock him up!" Eric urged.

"Carlos, you're the leader," Junpei suggested. "You decide."

"Let's just pretend this never happened. The staff will shut the whole thing down if they find out. I don't want that—and neither do any of you."

Mira studied her nails and murmured, "Call off the experiment, and we end up with less money in our pockets." Carlos left without another word. The others followed, leaving Diana with a prostrate Sigma. She crouched down next to him and offered her hand.

"Are you hurt?" she gently asked with a smile.

■ December 26, 2028: Late night

The first night of the experiment saw Phi stopping by Sigma's room. She did not look pleased.

Akane arrived soon after. She let out a deep sigh, closed the door behind her, and turned on the music player in the corner of the room. It was playing an idyllic country song. She cranked the volume up before speaking.

"Sigma, did I not make myself clear? We're not supposed to

mention the future to the others."

"Yeah, I know what you said..."

Phi was not about to let Sigma sulk. "What the hell is wrong with you? Did you expect them to immediately agree? The truth will only confuse them. Remember what happened this afternoon?"

Akane continued, "If the three of us end up in confinement, nobody else will be able to stop the release of the virus."

Sigma hung his head low and let out a heavy sigh. "So what do you suggest? We searched the facility top to bottom. No sign of Radical-6."

The cramped room fell into silence. The song shifted to commiserate about a bad breakup that made the tense situation all the more uncomfortable.

"Maybe we're in the wrong place," Sigma suddenly raised his head.

"Wait, what?" Phi looked surprised.

"It could be that the pandemic started somewhere other than at Dcom."

"No... That's not possible," Akane began before Sigma cut her off.

"No, you don't know. Of course you wouldn't. You're not the Akane Kurashiki from 2029. You've yet to live through the end of civilization."

"But Sigma—"

"I was there. April 13, 2029, the day the world's antimatter reactors exploded. And that's not all. I know what caused it—the Radical-6 outbreak. But the one thing I didn't see was how the virus escaped from Dcom. The pandemic started right here. Allegedly, I know this because you told me, Akane. The future you."

Akane couldn't hide her discomfort as she looked at him. She seemed on the verge of tears.

"Sigma, what are you getting at?" Phi asked, arms crossed. "I'm saying... What if the future Akane lied?"

"W-Wait just a moment," Akane raised a placating hand. "Assume that's true. Blaming me won't do anything.

You said it yourself, Sigma. It wasn't me in the present.

It was me in the future."

"Then how do you know about Radical-6?"

"I had a... vision."

"A vision?"

"My future self reached out to me through the morphogenetic field. But the images are fragmented. I can't be sure of anything."

"So you can't be positive that the virus escaped from Dcom, now can you?"

"That's true, but..." Akane lowered her eyes.

Silence filled the room once more. The country song switched to a ballad.

"Akane, look at me." Sigma gripped her shoulders. "The future you doesn't matter. I need you — the you right now — to convince me that you're not lying. Do you swear?"

Akane raised her face to look Sigma straight in the eyes.

"Yes, I swear."

Sigma sighed and relaxed enough to quirk a small smile which Akane returned. Phi simply watched them in silence.

■ December 27, 2028

The Dcom facility was comprised of several independent units. One functioned as a living room of sorts for the participants to gather and hang out. They called it the Home Unit, and that's where Carlos, Mira, Eric, and Diana were now, staving off boredom. The others were off in their private rooms, working up a sweat in the gym, or tending to the soil in the Gardening Unit.

The four held what looked to be parts for some sort of device. They were building something. A blueprint was spread across the table. Next to it, a box was overflowing with even more parts.

"What do you think it will be once we're done?" Diana asked.

"Who even knows. A washing machine? Fighter jet? Or heck, a robot maid?" Eric shrugged, completely uninterested.

"Whatever it is, I'm sure there's no point to it," Mira added. "Doom is supposed to simulate cohabitation on Mars, right? The goal of the experiment is to collect our psychological data. Our only job is to have blood samples taken three times a day. Which means—"

"This is a way to kill time." Diana glanced down at the parts in her hands.

"We need some sort of goal. Otherwise we'd go cuckoo. Like that guy yesterday." Mira held the tip of the screwdriver close to her temple and spun it loosely in a circle.

"Hey Carlos, you sure we made the right call?" Eric stopped working to ask uneasily. "Maybe we should've locked Sigma up after all."

Carlos answered without looking up. "My decision stands. I can't afford to abort the experiment."

Pursing his lips, Eric simply shook his head.

■ December 28, 2028

The sprinklers in the Gardening Unit sprayed a thin curtain of mist that glittered in the light and formed a small rainbow. A solitary figure passed under it. It was Junpei. He stopped just short of Akane, her back turned to him. She sat in the center of the unit bathed in the mist of the sprinkler.

"Are you here to ask me something?" Akane asked without turning around.

Junpei balled his hands into fists. "Oh, I've got things to ask! I'm practically choking on them there's so many things I need to get out!"

In the void after his outburst, the only sound for a few moments came from the intermittent cycling of the sprinklers.

"Akane, I've been waiting this whole time for you to talk to me. But you didn't on the first day. Or the second. You're acting like nothing happened last year."

"It's not that. I just didn't want to jeopardize everything I've worked for."

"What are you up to this time?"

"I'm not 'up to' anything."

"Stop acting so goddamn coy. I know all about the secret meetings you've been having with Phi and Sigma."

Akane didn't respond.

"Does it have to do what Sigma said on the first day?"

"When the time comes, I'll tell you everything."

"I knew it! What exactly are you scheming?"

Akane silently stood. She turned and brushed past Junpei, the streaks on her cheeks clear to see. Junpei inhaled a quiet breath and watched her walk away.

Two figures stood in the shadow of the hallway, having overheard the entire exchange. Sigma and Phi lowered their voices, their eyes on Junpei.

"So that's our young Tenmyouji, huh," Sigma commented.

Phi mused, "I never thought I'd hear words like that out of his mouth."

"I knew what to expect when we met two days ago. But it's still a shock."

"He still sort of looks like Tenmyouji."

"Acts like him, too. He's the same crotchety grandpa on the inside."

"Like they say, 'a leopard can't change its spots.'"

It was easy enough for them to joke. They had no idea what Junpei had gone through over the past year.

■ December 29, 2028

Sigma was alone in the gym, running on the treadmill. Diana appeared suddenly with a smile and water bottle extended. She offered it to him.

"You're really going all out."

"Sorry, but I'll pass." His response was flat, barely acknowledging her presence.

Diana put the drinking straw of the bottle to her lips, face slightly downcast. "You're not avoiding me, are you?"

Sigma continued to run, eyes straight ahead.

"You haven't made eye contact with me since we met."

It wasn't strictly true. When they first met the day the experiment began, Sigma's eyes had been locked on Diana for a full ten seconds. She'd looked away in embarrassment, but Sigma kept staring. It was as if a spear had pierced his spine straight down from his skull, freezing him in place. But after that first moment, she was right. Sigma hadn't so much as glanced at her for the past three days. He kept any conversation between them to the absolute bare minimum. "I feel like I know you from somewhere," she blurted out.

"Impossible. You're—"

Diana tilted her head to the side. Sigma swallowed his words and instead wiped the sweat from his forehead. Diana pressed a button on the treadmill with a mischievous smirk. The motor screeched as it flew into high gear.

"Just so you know, I won't turn it off until you look at me."

"You shouldn't be here. I'm crazy, if you haven't heard."

Her only response was to increase the speed again. Now it was her turn to stare at him. Sigma's legs pounded the tread at full speed. Soon he was gasping for breath.

"Please, no more...of this...torture. My chest... It feels like it's going to burst. It just might...if I don't stop."

Sigma couldn't last any longer. He leapt from the machine and headed towards the shower, panting heavily. The door clicked shut behind him followed by the sound of running water.

Diana left the gym, head cocked in contemplation.

Inside the empty room, buried under the noise of the shower, was the faint sound of someone choking back tears.

■ December 30, 2028

Over the past several days, Sigma had repeatedly ignored Akane and Phi's explicit instructions not to warn the others about the impending deaths of six billion people. He'd even let Eric goad him into admitting he was working with Akane and Phi. But for better or worse, nobody took him seriously. Every time he started up again, they simply rolled their eyes

and ignored him. Now it was December 30, the eve of the day of destiny. One member was building something in the Home Unit. Another was playing in their room with Gab. Still another was trying to sweat out their memories at the gym. The normal routine in Doom. Except for one thing: The crops in the Farming Unit had finally sprouted.

That night everyone gathered in the Home Unit for a toast. Sigma, Akane, and Phi may have joined in the celebration physically, but their minds were preoccupied with what was to come. No one could say their expressions were anything but dour as a cloud of gloom hung over them.

The hour grew late. Everyone turned in for the night and fell asleep, unaware of what tomorrow held in store.

CHAPTER.02

PROFILES

TEAM

CARIOS

No.001

AKANE

No.002

JUNPEI

No.003



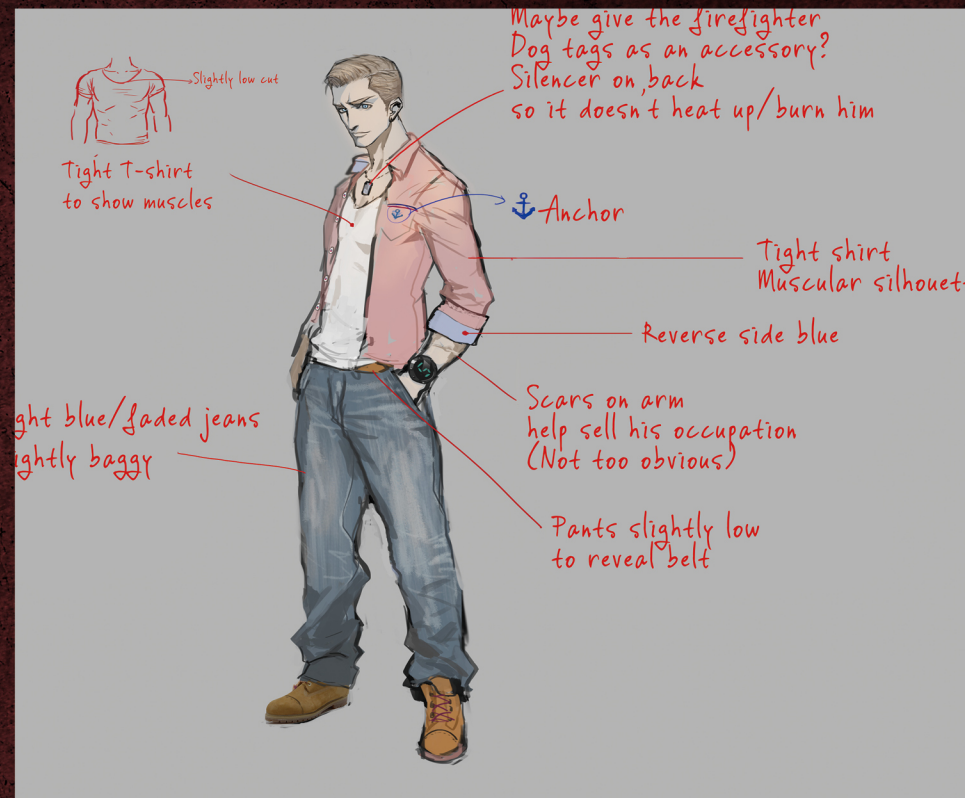
PROFILE No.001

CARLOS | VA: Tomokazu Sugita

An honorable and passionate firefighter who has saved countless lives. The others see him as a leader, but he shrugs off accolades by saying he simply follows his gut instinct. He joined the Doom experiment specifically for the \$500,000 reward. He never misses ringing in the New Year with his sick younger sister.

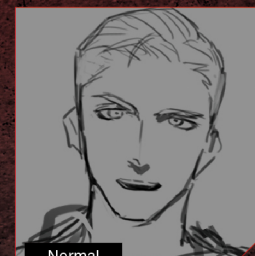


« Character Design »

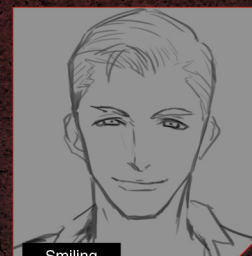


« Character Design »

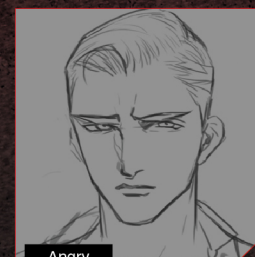
EXPRESSIONS | CARLOS |



Normal



Smiling



Angry



Sad

UCHIKOSHI'S COMMENTS

The embroidery on his shirt pocket was originally an anchor (see the rough design) but it was changed to an axe. What's a firefighter without an axe, right? He has a thing for axes in the game as well... Character designer Tomono suggested the scars on his arms and we added them to the in-game model. We put a lot of detail into him, so be sure to go over every inch, okay?



WE MIGHT BE IN THE HISTORY GOD ABANDONED.

PROFILE No.002

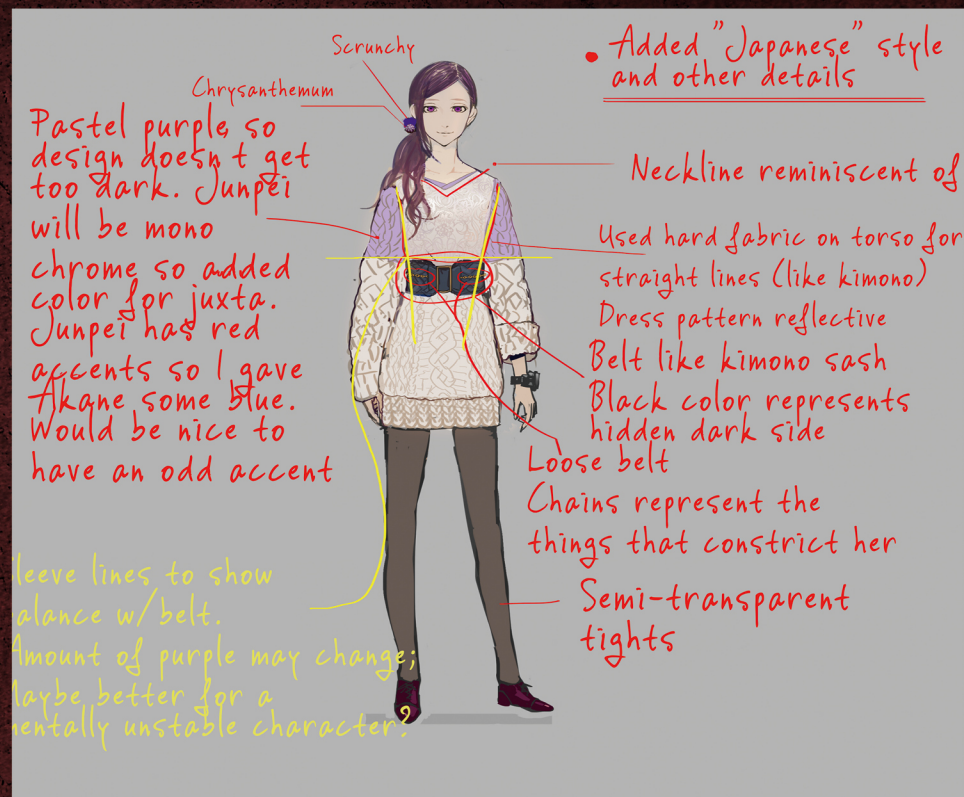
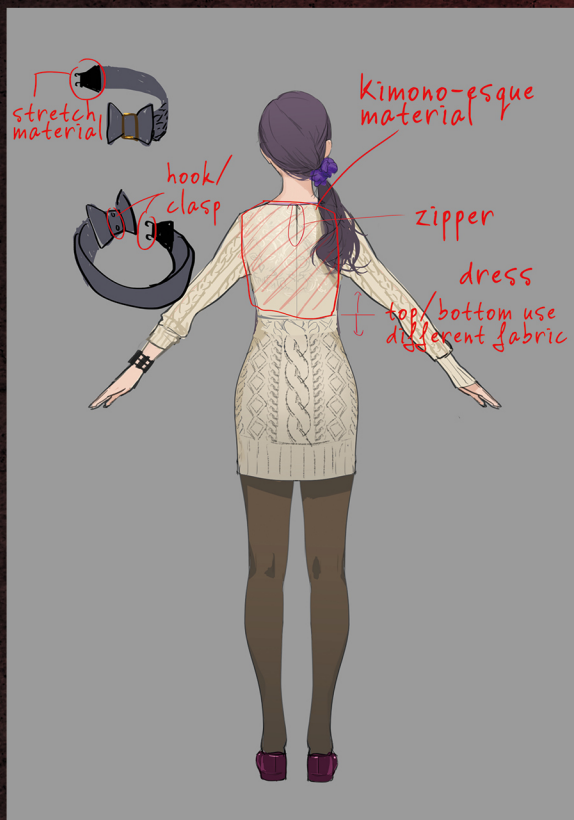
AKANE

VA: Miyuki Sawashiro

Hides her Machiavellian plans behind the guise of a graceful, ideal Japanese woman. She is the leader of a m organization called Crash Keys, which is working to protect the future. A year ago, she forced Junpei and 7 others to participate in the Nonary Game, also run by a mysterious person named Zero.

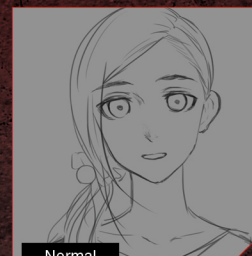


« Character Design »

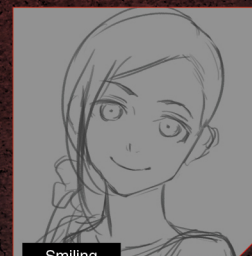


« Character Design »

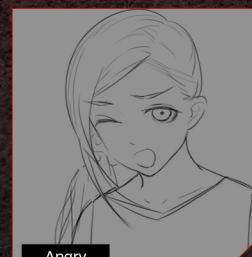
EXPRESSIONS | AKANE |



Normal



Smiling



Angry



Sad

UCHIKOSHI'S COMMENTS

Akane is Japanese so I asked Tomono to incorporate that certain kind of cultural charm into her design. She's wearing a combination of different knitted fabrics that manages to be innovative without being unrealistic. The baggy dress seen in the rough design above proved difficult to replicate on the in-game model, so we cinched the sleeves.

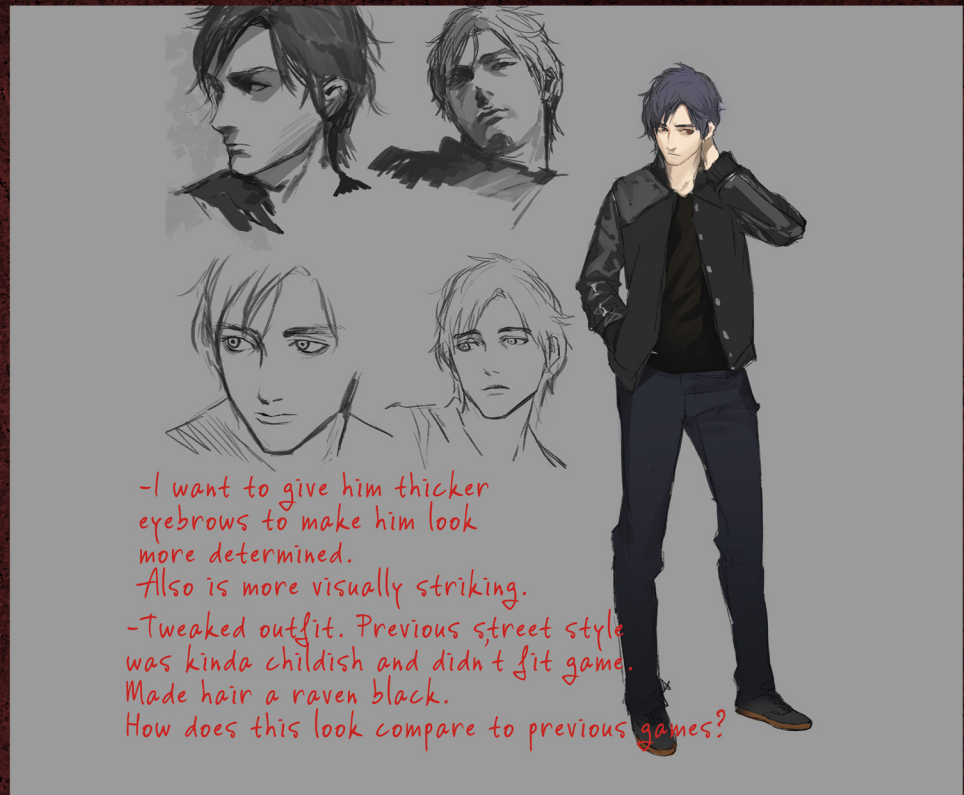
SORRY, BUT I'M DONE WITH PLAYING THE ACTION HERO.

PROFILE **no.003**
JUNPEI | VA: Tatsuhisa Suzuki

Akane's childhood friend. When Akane vanished into thin air after the Nonary Game, he attempted to track her down by joining a detective agency, risking both his life and his morals dealing with the dirty, dangerous criminal underground. He can never unsee the things he's seen.



« Character Design »



-I want to give him thicker eyebrows to make him look more determined. Also is more visually striking.
 -Tweaked outfit. Previous street style was kinda childish and didn't fit game. Made hair a raven black.
 How does this look compare to previous games?

« Character Design »

EXPRESSIONS | JUNPEI |



UCHIKOSHI'S COMMENTS

Junpei's not the protagonist we remember from the first game. It must have been tough to design a jaded Junpei that still felt like him. I received many, many proposals but the sketch above is the one that made me and the producer go, "This is it!" The in-game model was just as troublesome. After much trial and error we decided to remove the jacket.

	2		3		5	4	↑
8	↖				1	7	
7	3	5	*	6	4	2	
	↖	-		4			
4		9				6	
3	7	8	4	9	4		1
2		3		5	8	3	
	6			2	*		4

Bracelet Number

A2

||

Bracelet Number

A2

X-Pass

X-Pass

bracelets

Her Bracelet Number is the sum of the three

the answer.

Then follow it to

consciousness first.

Receive his

her puzzle yet.

You can't solve

F=15



AKANE

		7		5	1	9	2	↑
5	6				9	7	1	
2		9	*	6	7	5	3	
1			3					4
3				2				9
	9	4		6				
	7	5	9	1		3		2
6	4	1	7	4			9	
					2	6	5	

- Fill in each tile with whole, natural numbers from 1-9.

● Each row and each column must contain numbers 1-9.

● The 3x3 encased grid must contain numbers 1-9.

RULES

You do not need to fill in the darkness of his heart but you must follow the rules.

Make your decision: SAVE or KILL?

Send his consciousness to show her what he saw.

◆◆◆☆☆↑

His Bracelet Number is the sum of the three bracelets

A=10



Bracelet Number

A1

||

Bracelet Number

A1

X-Pass

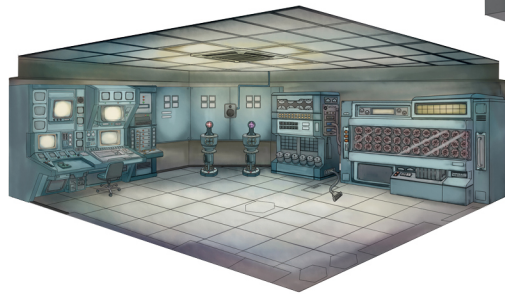
X-Pass

1=1

SAVE or KILL

C WARD

« Environment & Item Designs »

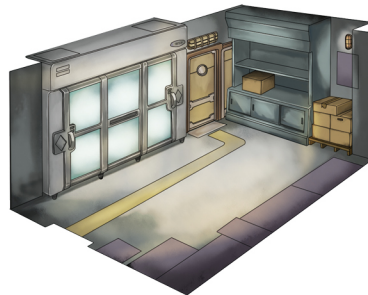
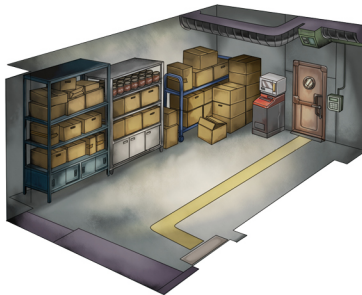


【Control Room】

Regulates the ventilation, water, and electricity running throughout the underground shelter. Surveillance cameras are available, but the communication grid to the outside is down.

【Pantry】

Stocked with a variety of non-perishables – potatoes, canned food, crackers — to wait out a long nuclear winter. It also holds a refrigerator and freezer.



SOFA



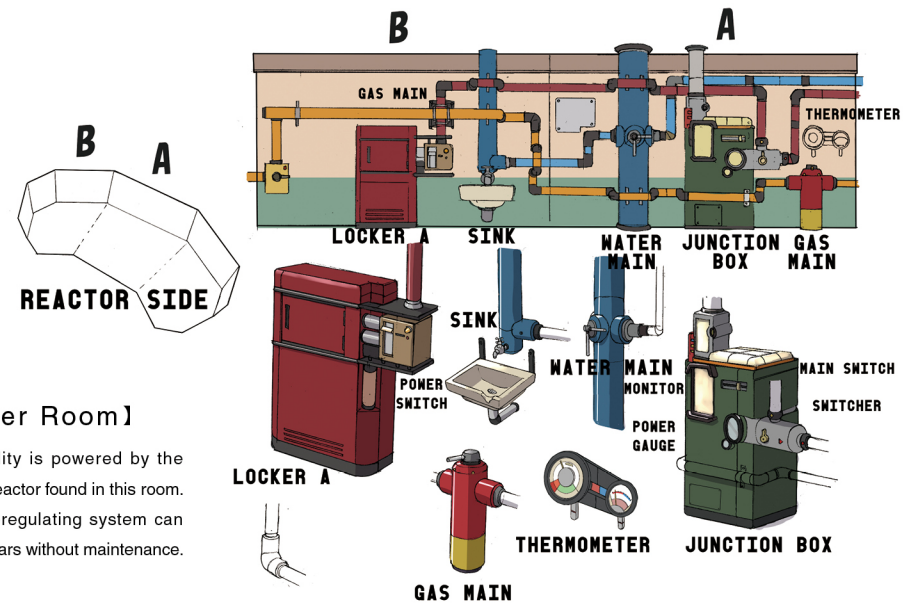
SOFA TABLE

【Rec Room】

A well-stocked bar complements all manner of entertainment and amusements to prevent the setting in of boredom during the long hours.



CRAPS TABLE



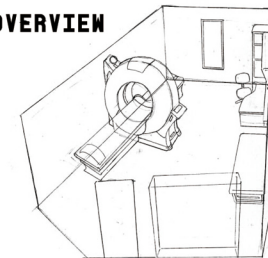
【Power Room】

The facility is powered by the nuclear reactor found in this room. The self-regulating system can run for years without maintenance.

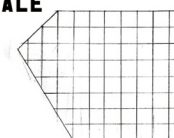
【Infirmary】

The CT scanner, examination table, and variety of other equipment offer the ability to perform basic medical checks.

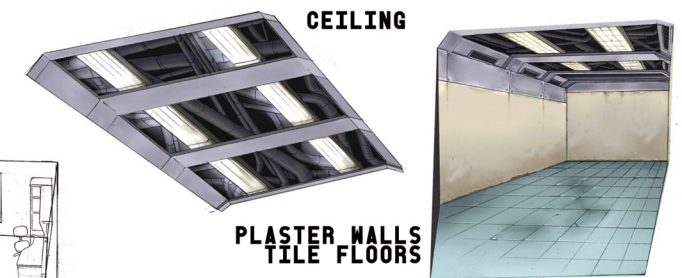
OVERVIEW



SCALE



1 SQUARE 1M X 1M



EXAMINATION TABLE



METALLIC

LOCKED SAFE



METALLIC

LUMINOUS



METALLIC

PLASTIC EXT METALLIC INT BASIN



METALLIC

STOOL



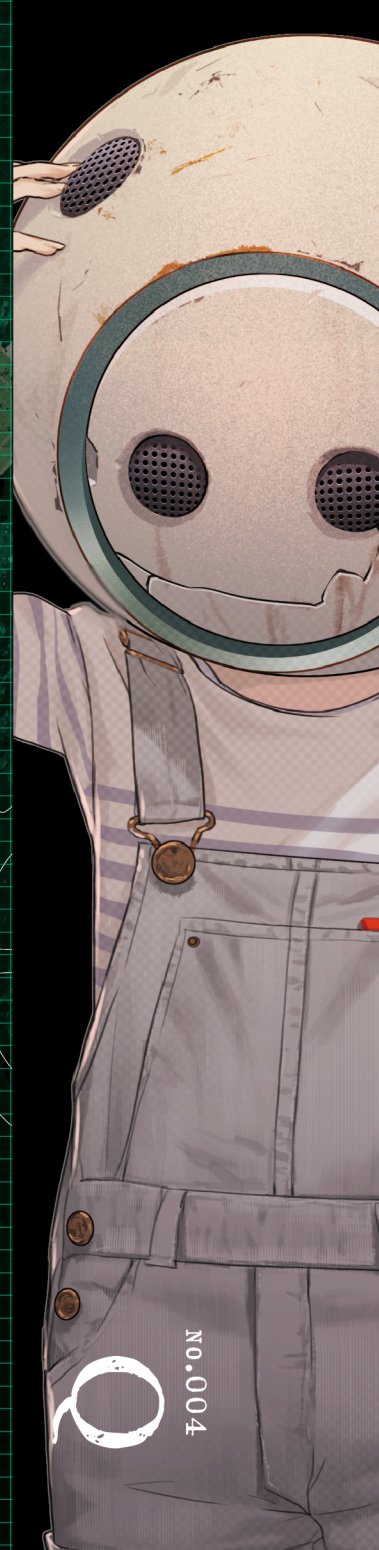
METALLIC

CHAPTER.03

PROFILES



TEAM



PROFILE no.004

Q | VA: Aki Toyosaki

A sincere and friendly boy, he says he has amnesia, but can still remember surprising information. He has no idea how the strange helmet got on his head or how to remove it. The others claim he was not originally part of the Dcom experiment.

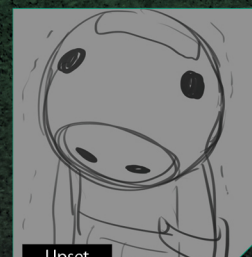
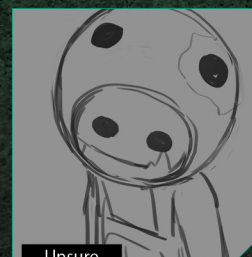
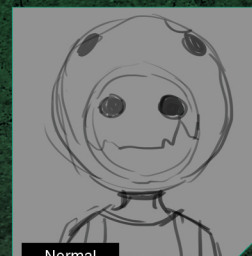


« Character Design »



« Character Design »

EXPRESSIONS



UCHIKOSHI'S COMMENTS

I asked Tomono for a kid with a cube on his head, but ended up with a kid with a sphere instead. What, was it to make him round like the letter Q? There was no point over thinking it—I loved the design the moment I saw it! I always subconsciously hope the staff and designers surpass my expectations. Q's design is everything I didn't know I wanted!

PROFILE no.005

MIRA | VA: Maaya Sakamoto

Eric's girlfriend. She's definitely not shy about showing off her body. She decided to join the Doom experiment on a whim because it seemed interesting. She comes across as callous, but she claims she just doesn't get emotional. She seems like a reasonable person – she's friendly even to the clearly suspicious Q – but you never can tell with people.

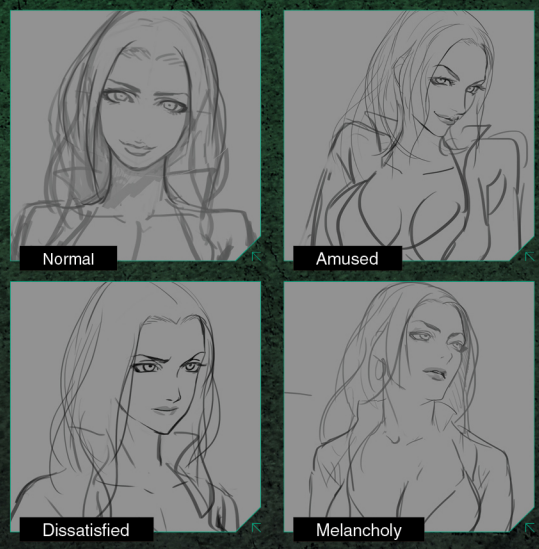


« Character Design »



« Character Design »

EXPRESSIONS | MIRA |



UCHIKOSHI'S COMMENTS

The other games featured a sexy femme fatale and Mira fills that role here. I think her design works as a sex symbol no matter what part of the world you're in. I remember the CG modeler asked, "Shall I add jiggle?" and I reflexively answered, "Yes, jiggle, by all means." "Jiggle it is then." The results should be obvious, I think.

MIRA... MIRA IS MY ANGEL!

I
E
A
M



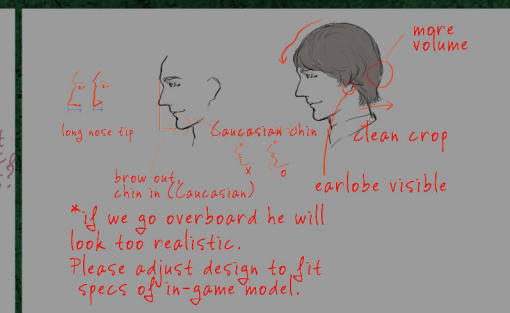
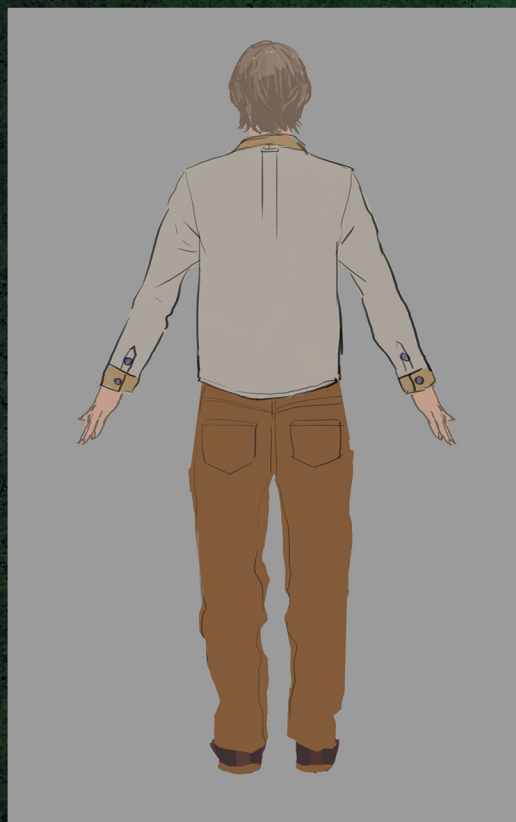
PROFILE No.006

ERIC | VA: Akira Ishida

Mira's boyfriend. He has a job at an ice cream shop. The only reason he joined Doom was because Mira chose to take part. An unassuming young man, he panics at the first sign of danger. He trusts Mira with his life, but the unusual Q makes him jumpy and suspicious.

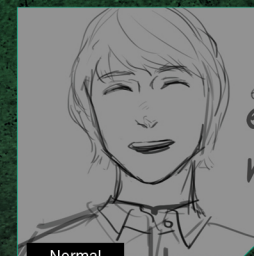


« Character Design »

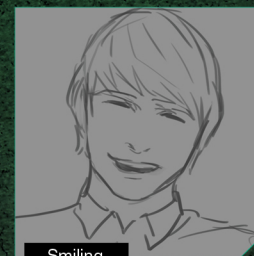


« Character Design »

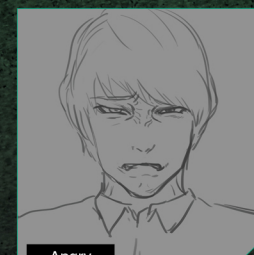
EXPRESSIONS | ERIC |



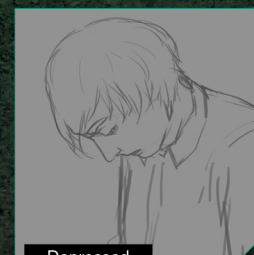
Normal



Smiling



Angry



Depressed

UCHIKOSHI'S COMMENTS

If Junpei was a difficult birth, then Eric practically popped out. The design came off without a hitch and translated easily to the in-game model. According to Chime, the developer, some faces are easier to CG than others. Tomono asked for the model to be asymmetrical, but unfortunately that was a bit too tricky.

Nine strange panels appear before you. Are those masks?

A man's husky voice echoes in your head.

They say a smile makes a good impression.
An upstanding youth with a gentle smile that soothed—
That's how they talked about him.

But who was he, really?

He couldn't completely conceal his emotions.

What is his "face behind the mask?"

The five letters that decorate the masks are the answer.

Make your decision.



X-Pass

X-Pass



GLOOM



HAPPY



SMILE



FROWN



ANGER

A strange diagram appears before you.

A man's husky voice echoes in your head.

This game used 12 colored letters.
Letters with different colors count as a different type.
The letters change in accordance with a certain rule.



Deduce the pattern from the woman's statements.

But she is emotionally numb.

There may be things she "doesn't know."

H becomes E. Is there a reason to write them twice?

D stays as D.

C becomes H.

E becomes A.

L becomes C.

Make your decision.



X-Pass

Your Decision

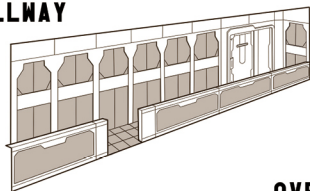
or



X-Pass

Your Decision

HALLWAY



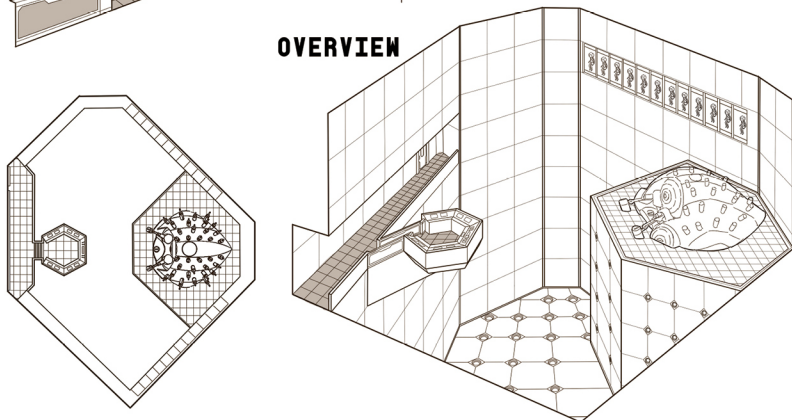
【Quantum Computer Dome】

All of the functions within the facility are regulated by the central control computer.

LIGHT

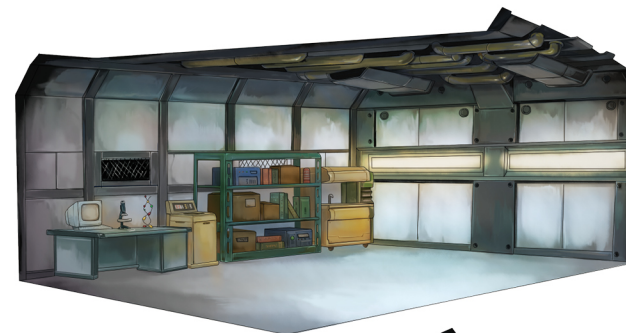
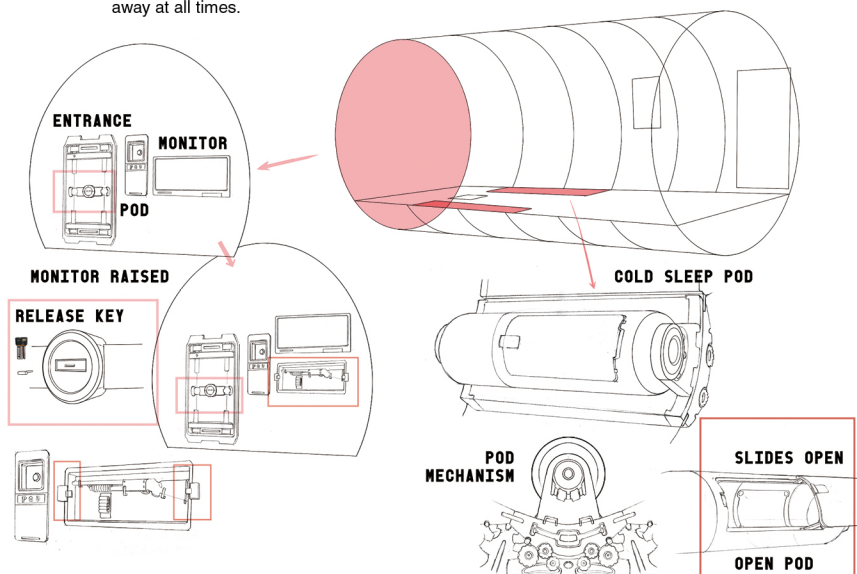


OVERVIEW



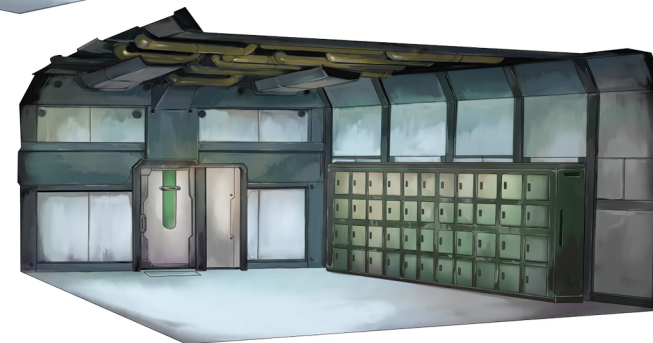
【Pod Room】

A large number of cold sleep pods are stored here. Proper operation dictates that the pods remain stored away at all times.



【Bio Lab】

All of the equipment and materials needed for biological research... Specifically viruses.



【Study】

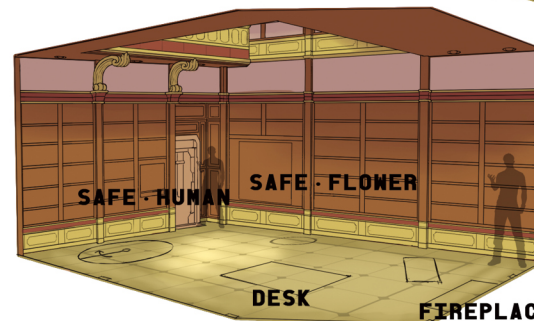
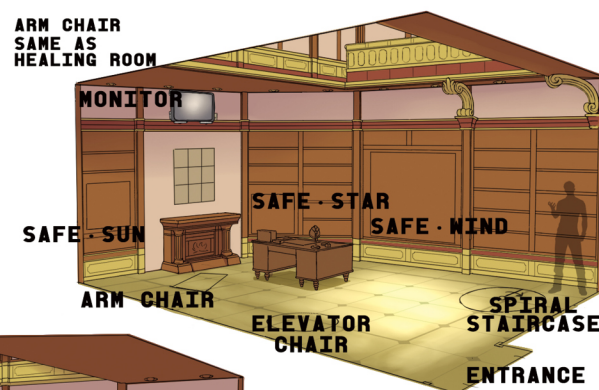
The room is so full of books that it's practically a two-story library. It also contains a number of safes.

POLOVTSIAN FIGURE

5 POSES
9 FIGURES

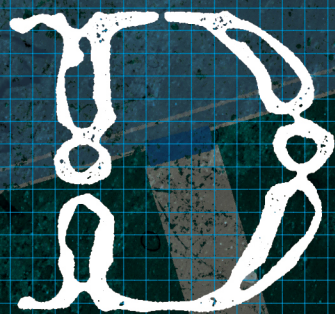


ARM CHAIR
SAME AS
HEALING ROOM



CHAPTER.04

PROFILES



TEAM



DIANA

No.007

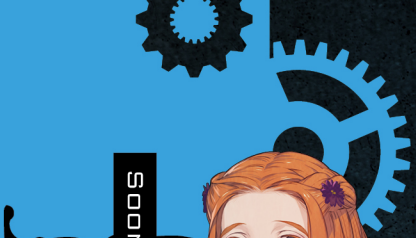
PHI

No.008

SIGMA

No.009

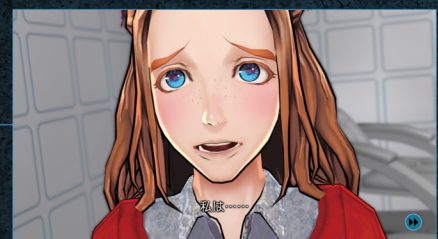
SOON I WILL HAVE KILLED SIX BILLION PEOPLE...



PROFILE no.007

DIANA | VA: Noto Mamiko

A cheerful and kind nurse, she just wants everyone to get along. The head nurse at her hospital suggested that she take part in the experiment, but that wasn't the only reason she joined. She cares for Sigma and Phi, and thinks of them as her brother and sister.

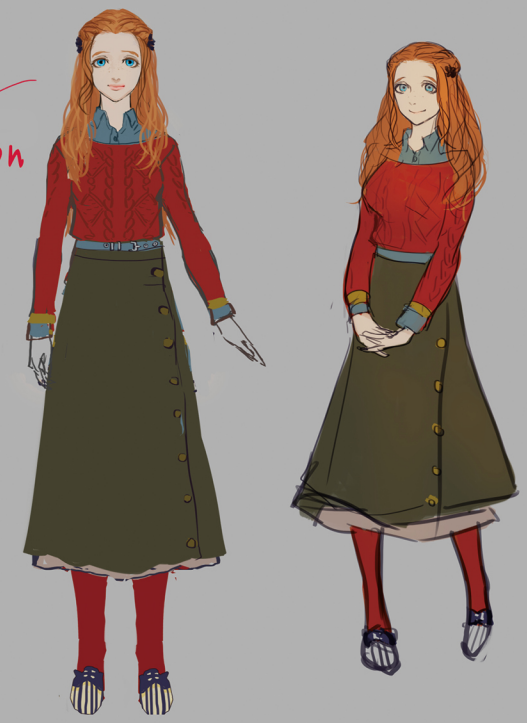


« Character Design »



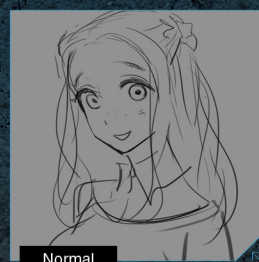
fair complexion

I'd like to keep this outfit



« Character Design »

EXPRESSIONS | DIANA |



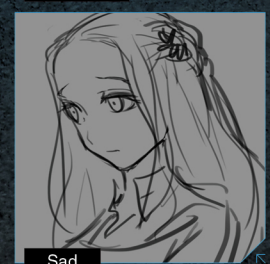
Normal



Smiling



Determined



Sad

UCHIKOSHI'S COMMENTS

We struggled to capture Diana's adorable design with her in-game model. Initially she had really chubby chipmunk cheeks. Our producer said it made her look like a fresh-faced country girl, but we refined her to what you see now. Her long skirt gave the animators fits.

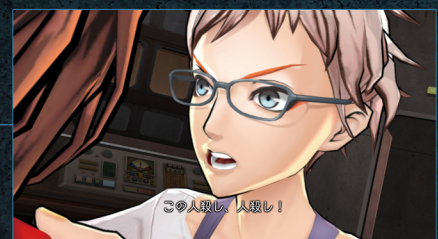
I WANT THE TWO OF YOU TO KEEP ON LIVING. I LOVE YOU.



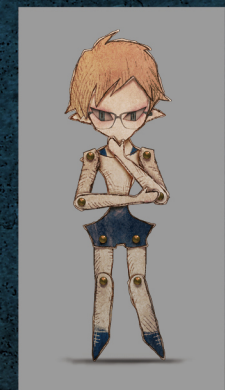
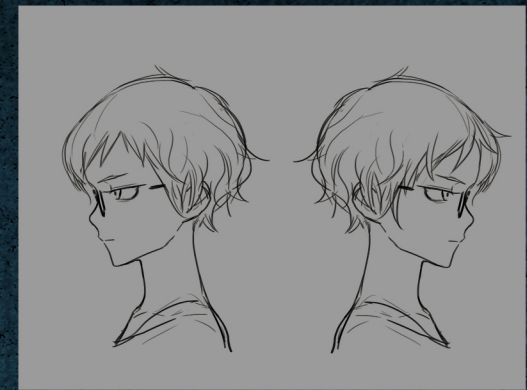
PROFILE No.008

Phi | VA: Chiaki Omigawa

She may be blunt, but her sense of humor is as sharp as her wits. In an effort to save the future, her consciousness was sent back from the year 2074 to join the Doom experiment with Akane and Sigma. Unfortunately, they had no way of knowing what Doom held in store.

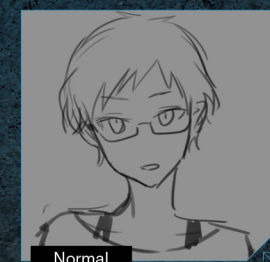


« Character Design »

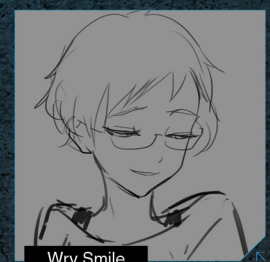


« Character Design »

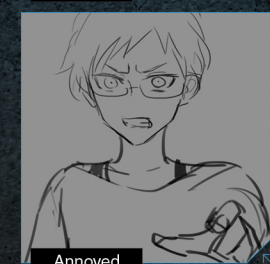
EXPRESSIONS | PHI |



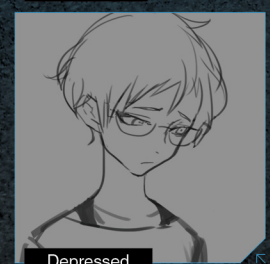
Normal



Wry Smile



Annoyed



Depressed

UCHIKOSHI'S COMMENTS

Phi was originally quite different – shorter with bigger eyes, a little more anime – but at the last minute we decided she needed something extra, hence the glasses. But Tomono pointed out, “The glasses make the design we have right now look too stylish. If you want a girl with short hair and glasses, she needs to be more like a model!” And so the change was made.



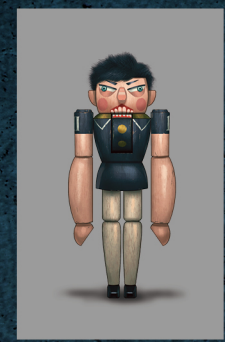
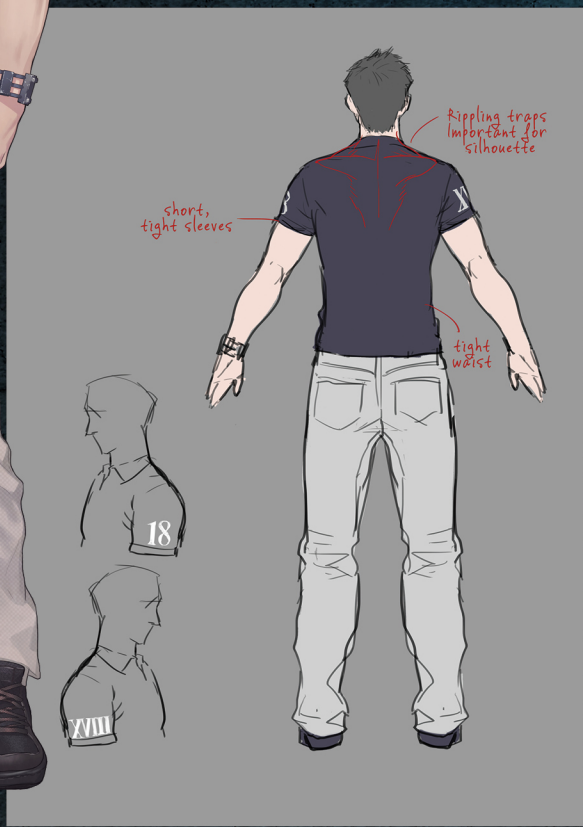
PROFILE | **no.009**

SIGMA | VA: Daisuke Ono

His body looks 22, but due to a series of circumstances, his mind is 67. Sigma's lived a complicated life. He tried to warn the others about the future when they all gathered at Dcom, but everyone ignored him. He and Phi share a close bond, even if she does tease him about his age constantly.

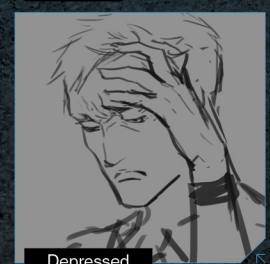
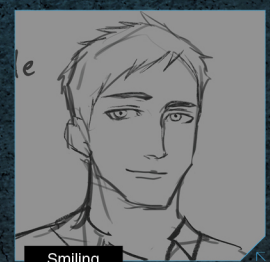
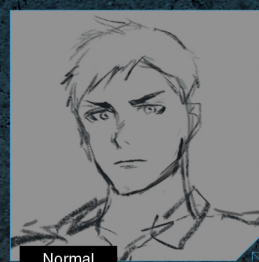


« Character Design »



« Character Design »

FACE PATTERN | **SIGMA** |



UCHIKOSHI'S COMMENTS

The "18" on his sleeves was Tomono's idea. Why? "Because sigma (Σ) is the 18th letter of the Greek alphabet." Huh, how about that. Then I remembered, the digital root of 18 is nine. That's where I got the name. Jumping topics, but isn't his polo cool? Anyone want to produce them?

QUANTUM LABYRINTH RULES

- Begin from the node marked START.
- You may only move down-left or down-right.
- You lose if you can't make another move.
- You win if you pass all AB nodes then reach the GOAL.

CS (Chromatic Sphere) Node



When you pass a CS node, do one of the following:

- If you do not have that color, gain that color.
 - If you already have that color, lose that color.
- (You have no colors at the beginning of the game.)

Combining Colors

If you land on an AB or CD node and have multiple colors, combine them into a single color using the chart below. If you have only one color, use that color.



Color Chart



AB Node Notes

Order	Color	BP
1st/2nd/3rd		+2/+3
1st/2nd/3rd		+2/+3
1st/2nd/3rd		+2/+3

GOAL

BP=9→P
BP=10→F
BP=11→O
BP=12→E

Lead the Man through the Labyrinth and Escape.
The AB Game is played on AB nodes. He plays against one opponent.
If one side has a point advantage, the other side receives a point disadvantage.
Make your decision: Ally, or betray?

AB (Ambidex) Node

You start with 3 BP (Bracelet Points).
When you land on an AB node, combine your colors.
Then adjust your BP accordingly.



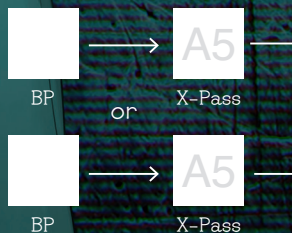
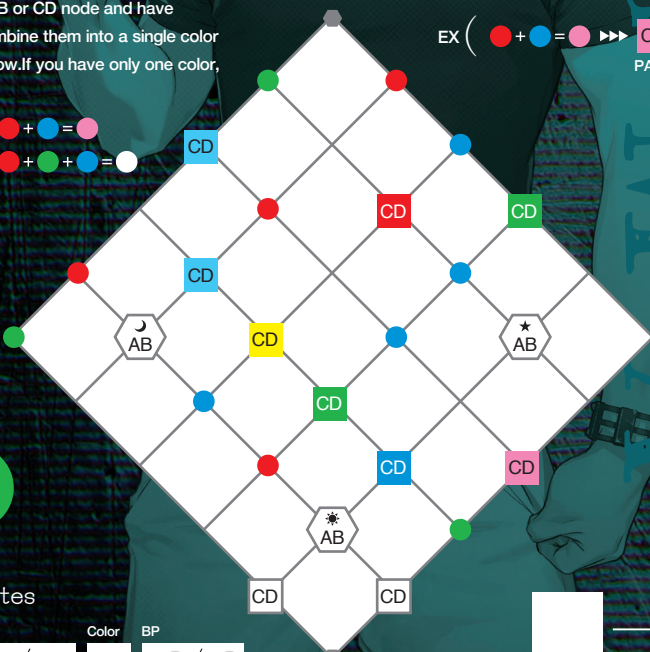
Then return to START with your current color.
The AB node becomes a normal node.

CD (Chromatic Door) Node

When you land on a CD, combine your colors.
If your color matches the door, you may pass.
Otherwise, you lose.



START



Northwest Ward: Abandoned Notebook

'12
An older girl taught me something strange.
She said it would come in handy someday.
"To survive danger, send your consciousness to a different world line." Whatever that means.

Note Concealed on the Last Page

If you found this note:
The child doesn't know I wrote this.
There's still six years before what I need to do.
The year after that, meet me in the east.

'14
I awoke in a body much smaller than I remembered.
How inconvenient. I can't let things end that way.
I can't let myself be put to sleep.

'21
The person in the gasmask didn't show up.
I think I understand why. I need to put myself to sleep.

Let me tell you a work of fiction, a story about a girl.
You must retrace her steps to connect the messages left behind.

It's important that you visit the time periods she was in.
You want to know what year it is now?
You sound like her. It's '41.
I have two questions.

What are her steps from when she was born to when her body slept in the ground?



X-Pass

What are her steps from when she awoke until she finished everything?



X-Pass

Southwest Ward: Display on a Strange Device

World Line BLUE ==> World Line RED
'41 ==> '11

Traveling to a different world line with your physical body? I don't know how, but it seems that somebody traveled from '41 to '11.

Northeast Ward: Medical Capsule Log

Cold sleep function:
Preserves the body in a state of suspended animation.
Activation log: '18-'39
Activation log: '21-'39

Statements from Strangers

► Statement 1: '02
A friend living in the Northwest Ward had a baby girl.

► Statement 2: '12
I saw a girl aged around 20 or so heading north.

► Statement 3: '18
Oh man I totally saw a kidnapping. Some crazy in a gasmask abducted a girl and drove east.

► Statement 4: '40
I saw a male and female go south. They looked strange.

► Statement 5: '41
You're not 'gonna believe me! I just saw a chick heading west and she looked exactly like a woman I saw going east 20 years ago. Was it her daughter? Nah, they looked too similar.

► Tabloid Article: '40
A man and women were found dead under strange circumstances in the Southeast Ward. The woman was poisoned and the man was a suicide. They will be buried in the Northwest Ward next year.

Southeast Ward: Display on a Strange Device

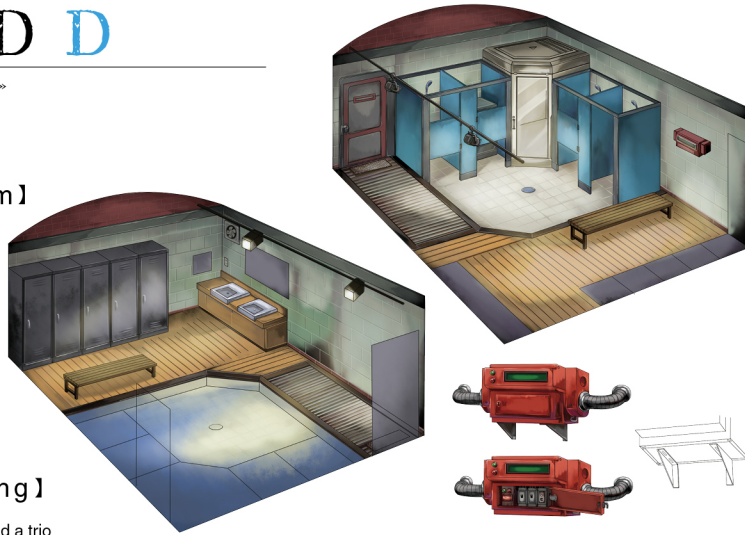
The log says that the AB Game was played.
Apparently you die if your BP hits zero. How awful.
The screen displayed the following:
The decision was made one year ago.

WARD D

« Environment & Item Designs »

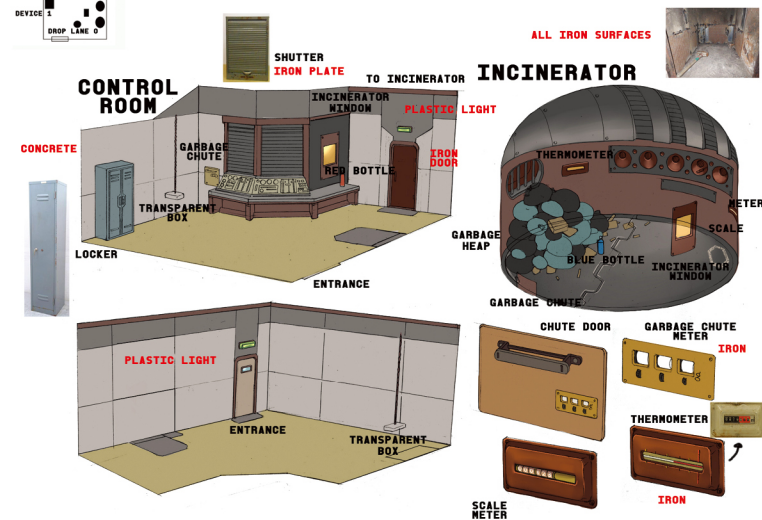
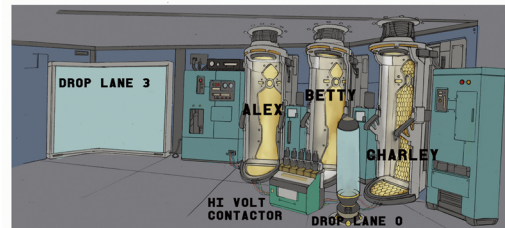
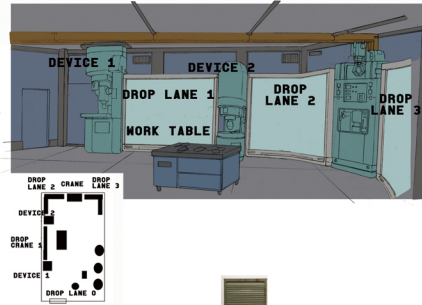
【Locker Room】

Contains several sinks and showers.



【Manufacturing】

A variety of machinery and a trio of robots are stored here. Is this where they were built?

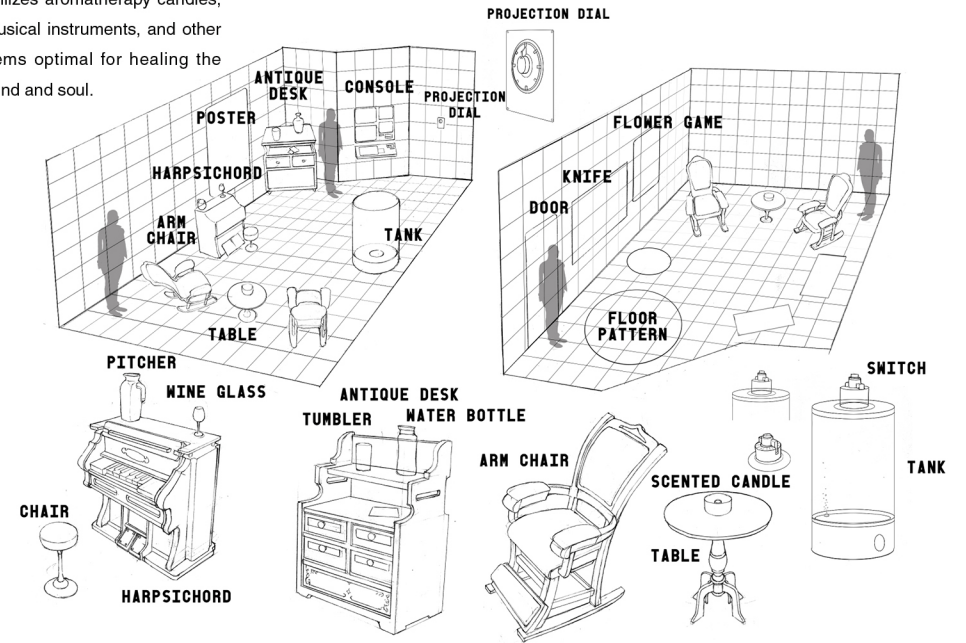


【Trash Disposal Room】

The room is divided into the incinerator and the control room.

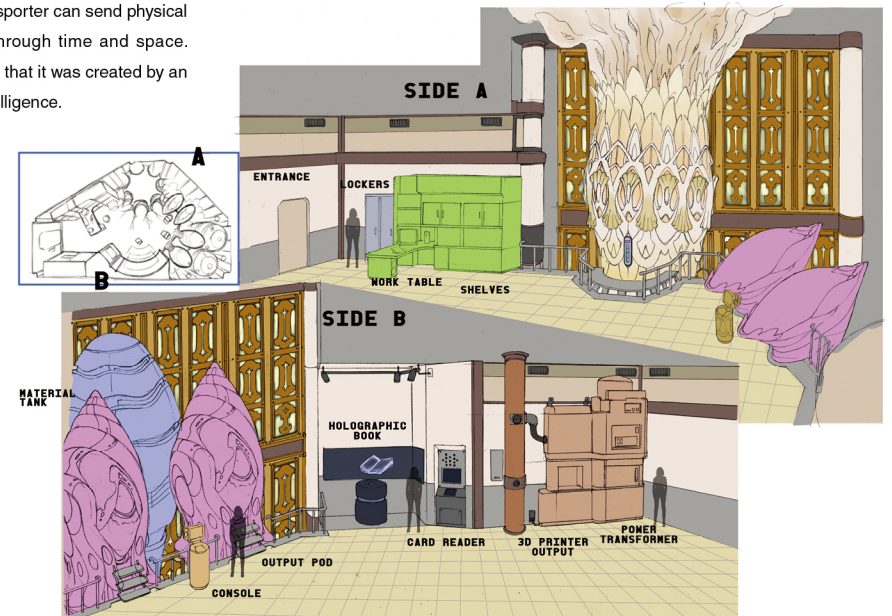
【Healing Room】

Utilizes aromatherapy candles, musical instruments, and other items optimal for healing the mind and soul.



【Transporter Room】

The transporter can send physical matter through time and space. Rumor is that it was created by an alien intelligence.



NINE HOURS, NINE PERSONS, NINE DOORS

- Platform: Nintendo DS, iOS
- Release Date: DS: 11/16/2010, iOS: 5/6/2014
- MSRP: DS: \$39.99, iOS: \$4.99

Junpei was an ordinary college student until he found himself kidnapped and confined to a room aboard some kind of ship. After solving the puzzles keeping him locked in the room, he discovered that 8 other men and women had also been kidnapped—including his childhood friend, Akane Kurashiki. Suddenly the voice of someone calling themselves Zero spoke from some speakers overhead: “I mean to have you participate in a game. The Nonary Game.”

To win the Nonary Game, they had to pass through the Numbered Doors located around the ship to find the door that carried a 9. Participants were given a Numbered Bracelet with a unique number. Three to five participants could scan their bracelets at a door, but their digital root had to match the number of the door to open it. (To find the digital root, add up the bracelet numbers, then add the numbers from each decimal place of the sum until you have a single-digit number.) Everyone who opened a door had to pass through it. They would have only nine hours until the ship sank.



An impatient participant forced his way through a door and paid the ultimate price—a bomb placed in his stomach by Zero detonated. His sacrifice taught the others an important lesson: Follow the rules of the Nonary Game, or they would die.

As the game played out, Junpei discovered that the Nonary Game had been played 9 years ago on the same ship. It was an experiment orchestrated by a pharmaceutical company to test morphogenetic field theory—the idea that all organisms share a common consciousness, and that once a single organism writes an experience to the field, all can access it. The experiment’s aim was to create a life or death situation to induce an epiphany that would cause the participant to make the mental “leap” to the field. One child died as a result.

A participant vanished, a dead body was discovered, and everyone became more and more suspicious of each other, but Junpei urged everyone forward. Eventually they located a room with two 9 doors.

YOU ARE GOING TO PARTICIPATE IN A GAME.
THE “NONARY GAME.”
IT IS A GAME...WHERE YOU WILL PUT
YOUR LIFE ON THE LINE.

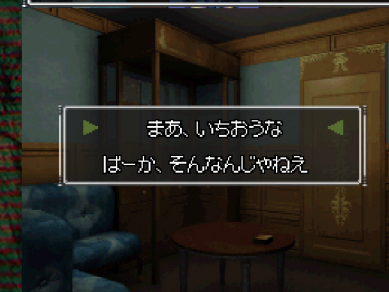


Suddenly Santa, another participant, took Akane hostage and entered a 9 door with her and two others. Junpei suddenly has a vision of strange symbols. Determining that it was a password, he used it to free the participant who had gone missing.

The remaining four went through the other 9 door and were shocked to discover that Akane was the child who died during the first Nonary Game—burned alive in an incinerator—and Santa was her older brother. Junpei caught up with Santa and he admitted that he was working with Zero. The true purpose of the game was to save Akane—who was no longer in the room.

They discovered that Santa had locked the rest of them in the incinerator. Junpei heard the voice of Akane calling from the past. She had been using the morphogenetic field to send Junpei information. Now trapped in the same place, their minds connected and Junpei was able to solve the puzzle that she couldn’t 9 years ago. Zero had planned everything to

save herself in the past. Akane was Zero. Junpei and the others escaped only to find they weren’t in the middle of the ocean—they were in the middle of the Nevada desert! Full of resolve, Junpei rushed after Santa and Akane.



ZERO ESCAPE: VIRTUE'S LAST REWARD

- Platform: PlayStation®Vita, Nintendo 3DS
- Release Date: 10/23/2012
- MSRP: \$39.99

December 25, 2028.

On his way home from college, Sigma was kidnapped by a stranger in a gasmask. He awoke inside an elevator with a mysterious girl who somehow knew his name. They escaped the elevator to meet seven other men and women trapped in the facility with them. They all wore a bracelet on their left wrist that displayed a digital "3."

Suddenly a talking rabbit avatar appeared on a computer screen. The AI explained, "The real Zero – my creator and your kidnapper – is one of you. If you want to escape, you gotta play the Nonary Game: Ambidex Edition." Calling itself Zero III, the rabbit detailed the rules:

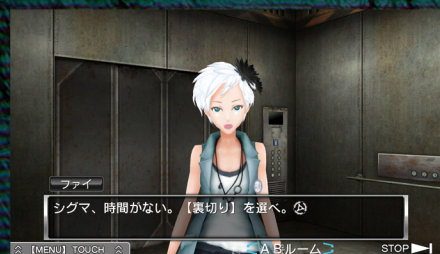
Players started with three Bracelet Points (BP). A player with nine points could open the 9 Door and escape. BP could be earned in an Ambidex (AB) room. To open an AB room, you needed to pass through a Chromatic Door (CD) and find a keycard. A CD could only be opened by three people whose combined bracelet colors match the door color, or three with the same color could open a door of that complimentary color. Bracelets were designated Pair or Solo, and color pairs had to travel together.

One vitally important detail: Break the rules and the bracelet would administer a lethal injection. That was enough to convince everyone to split into three teams and enter their respective CDs.

Sigma's team was the first to discover an AB keycard. After escaping the room, they reunited with the others and returned to Zero III for another briefing.

The goal of the Ambidex Game is to raise your BP to 9. Each team is split into SOLO versus PAIR and must vote either Ally or Betray. If both groups vote Ally, they gain 2 BP. If one votes Betray, the betrayer earns 3 points and their opponent loses 2 points. If both groups vote Betray, there is no point change.

The first AB Game ended quickly, but not everyone was happy with the results. Some lost points, others lost trust. Zero III then explained the remaining rules.



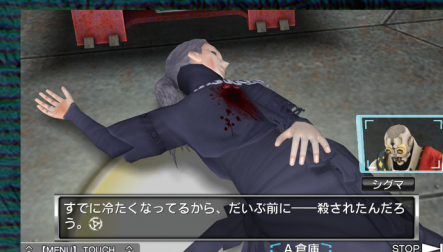
WHY DO PEOPLE BETRAY EACH OTHER?
IF YOU CAN'T TRUST ANYONE,
THEN EVERYONE SHOULD DIE.

The AB Game would continue until someone opened the 9 Door. The door would only open once, but anyone who had 9 BP could pass through. If your BP dropped to 0, the bracelet injected a lethal poison. After each AB Game, the bracelet colors and teams would be shuffled.

Things became stranger and stranger as everyone explored the facility and participated in the AB Game. They discovered a corpse in an empty AB room, and Sigma realized he could predict the AB Game results, almost as if he had memories from an alternate future. After learning that Phi also experienced these odd memories, they made a pact to save everyone.

Using their memories of alternate histories, they led the group to cast aside their doubts and band together. They then met an old woman who knew the truth – Akane Kurashiki. "Sigma, Phi, the AB Project was designed to send your minds into the past."

To awaken their ability, the AB Project repeatedly put their lives in danger. With every leap, they were able to retain more of their memories. The goal: Send Sigma's consciousness from the current year of 2074 back to 2029. In the past, Sigma would spend the next 45 years preparing the AB Project with Akane's help. Zero's true identity was Sigma—albeit a much older version.



The ultimate goal of Akane's plan: Once Sigma lived and experienced those 45 years, he and Phi would send their minds to December 25, 2028 to prevent the catastrophic outbreak of the Radical-6 virus that occurred on December 31, 2028 at the Dcom facility. Six billion lives hung in the balance. Can Sigma and Phi change history?