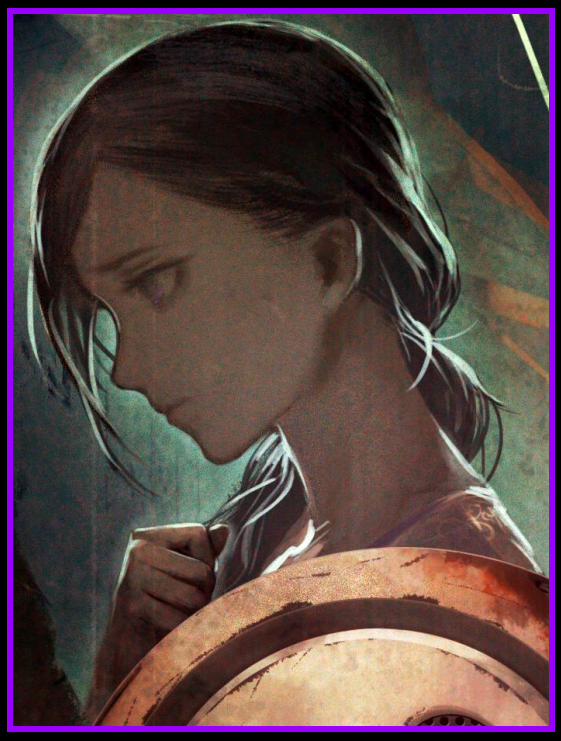
# Akane Kurashiki

# Force Quit Strategy



Made by ForAllPosterity

(Obvious Spoiler Warning for Zero Escape)

Back again with a doc on Akane's strategy during Zero Time Dilemma. I'll try to keep it short as like all my docs on Akane, this is mainly meant for people who have already played the ZE games and already understand the context these feats are performed under, so y'all are missing out on how impressive these feats really are if you haven't played the games yourselves (which I recommend for anyone even outside of SCD).

## Background:

Prior to the Decision Games, Akane and Delta had reached a compromise and made an uneasy alliance in order to take down the religious terrorist that threatened all of humanity. Delta already knew who this terrorist was but refused to tell Akane because then she wouldn't need Delta anymore and wouldn't need to use Radical-6. On top of that, the Radical-6 apocalypse is what led to Delta's birth to begin with, so Akane was forced into incorporating the apocalypse into her grand plan. 6 billion lives is worth it to avoid total human extinction.

This is the background to Akane's grand plan which I have dubbed her "Perfect Future" plan. Her goal was simple: Create a timeline where Radical-6 never happened and allow for her and Junpei to spend the rest of their lives together in peace. Since Junpei would forever hate her if he learnt that Akane is partly responsible for Radical-6, she had decided to build her Decision Game plan around framing Delta for it all and Delta gladly accepted the role, likely because Akane was the one who held the keys to Delta's whole life.

The Decision Games itself can be scaled to both Akane and Delta as it was a team effort and the extent to which either one planned the games over the other is unknown, but it makes the most sense to scale it fully to Akane because she was the one with knowledge on other timelines meanwhile Delta couldn't access any of them without mind hacking her first.

With that out of the way, we can examine what Akane's strategy for the Decision Games was and how she made her Perfect Future possible.

# Part 1: The Decision Games




In the Mars Mission Test site, 9 players are imprisoned by Delta and are forced into choosing the result of a coinflip. This splits the timeline in two, the timeline where they won the coinflip and are free to go, and the timeline where they lose the coinflip and are forced into playing the Decision Games, where most of Zero Time Dilemma takes place. After they lose the coin flip, the players are split into 3 groups of 3.

C Team: Akane, Junpei, Carlos

Q Team: Mira, Sean, Eric

D Team: Sigma, Diana, Phi

Akane integrates herself into C-Team for two reasons. One, because she would take any reason to be close to Junpei and two, because it creates the dual function of setting up the Transporter Strategy (will get into later) and allows

her to more believably frame Delta for being the mastermind behind the games. Delta went around calling himself Zero II and proudly proclaims that he's the one behind it all at the end, so why would Junpei suspect Akane at all?

The Decision Games basic premise goes as follows: All players have an X-Pass ascribed to them that's only activated upon their death. In order to escape, they need to collect at least 6 X-Passes, meaning that 6/9 players must die in order for the remaining 3 to leave the games (notably, the 3 players don't have to be on the same team).

On top of this, all 9 players are given a watch that contains a drug called Soporil which triggers memory loss. These watches are used to erase the memories of the round they just played, which leads to ZTD's non-linear setting where the player is free to pick and choose exactly where and when in the game they are playing. From the players POV, every round they play is their first, with them only being able to tell how much time passed based on the time on their watches (unless they killed players, in this case Delta makes them keep their memories of that). This allowed for the use of SHIFTing between the "fragments" of the games, which was Akane's intent all along and you'll see why shortly.

At the beginning of the games, all teams are given an option to vote to execute one of the other teams. Once a team is given two votes, that team is executed. In order to prevent this, Carlos uses Gabs the dog in order to send messages to the other teams by stuffing it into his collar so they can spread the votes evenly. This results in four timelines being created

Timeline 1: C Team is executed

Timeline 2: D Team is executed

Timeline 3: Q Team is executed

Timeline 4: All teams survive

I won't bother going over *every* timeline, only ones that are relevant to Akane's plan and other key events.

From here on out, I will be focusing the events in terms of what the Teams go through instead of what happens in each timeline all at once. The important thing to keep in mind is that some events in, for example, Timeline 0 can only be triggered by events that happen in Timeline 1. This format of things in timelines being locked behind a key that can only be found in other timelines is the key to the entire Force Quit strategy, it's the reason why X-Passes are different depending on what timeline the players are in (each player has 3 different X-Pass passwords) which stops players from accessing memories from timelines where they killed 6 players and just leaving like that. It is also the key behind the Force Quit box itself, which I'll get into explaining now.

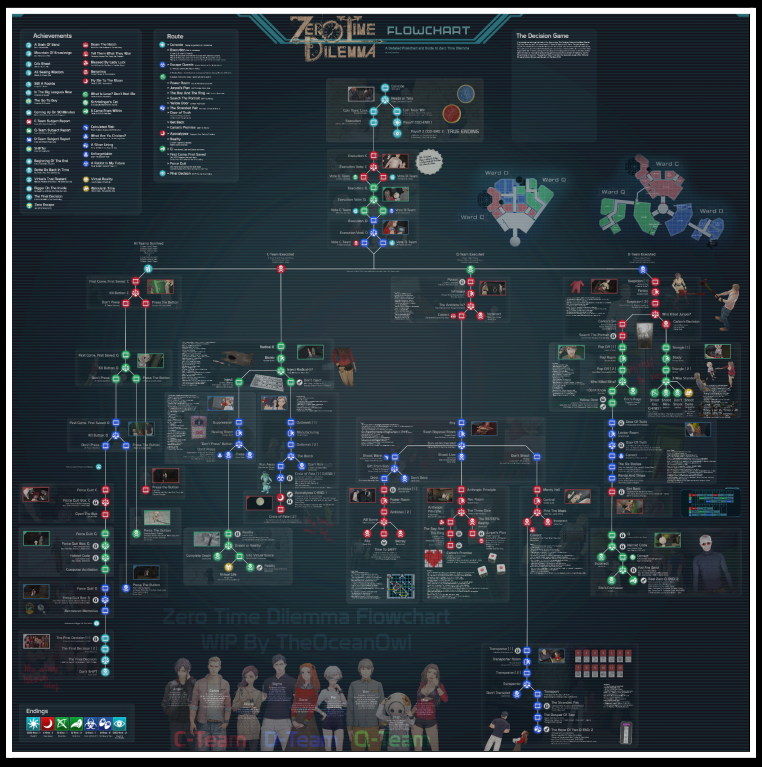
# Part 2: The Force Quit Box




The Force Quit box is a box found in the lounge by every team within the Decision Game. Its conditions for activating are different depending on which team is faced with it, but the basic premise is that teams have no way of using this box or even knowing what it's for unless they jump through the exact timelines that Akane and Delta need them to jump through. For C Team, the passcode is "VIVEHODIE", latin for "live for today". For Q Team, the password is "38080832", which Sean gets from the Quantum Computer and lastly for D Team, they need to insert two key items in order to activate it, that being the blue bird necklace that Diana has and Phi's brooch.

Despite not being told its purpose, the name being "Force Quit" and the fact that the teams had to regain their memories of the alternate timelines they SHIFTed through made every team assume that it's the device used to quit the Decision Game. This assumption was wrong, it's actually the self-destruct code for the entire facility. I'll explore why this happens in the end. For now, we can finally examine the ways each team came to unlock their respective Force Quit passcodes.

# Part 3: The Team's Jumps Through Time




(Full timeline of ZTD, made by TheOceanOwl on DeviantArt)

## Q Team:

Q Team's events to unlock the Force Quit box goes as follows:

- In Timeline 1, Q Team finds themselves in the Bio Lab. After solving the escape room, they're presented with vials of Radical-6 and told to inject it lest they be overcome with Fanatic Bio R. They have the choice to either believe that they've been infected with Fanatic Bio R and inject

Radical-6, killing off the virus, or call out Delta's bullshit and not inject Radical-6 into them.

- If you chose not to inject, Mira takes a vial of Radical-6 anyways, this comes back up later in D-END 1 as the exact vial Mira uses on Phi, making her Patient 0 of the entire outbreak. If you choose to inject, Mira goes on to kill Sean and Eric in a Radical frenzy since the FBR virus was a lie. We'll come back to this timeline later

- In Timeline 2, Sean and Eric wake up in the Pod Room with Mira missing. After this room, they discover Mira's dead body in a pod and Eric points a shotgun to Sean asking who killed her. If Sean answers that Eric killed her, Eric just slimes him out
- If Sean says he doesn't know, Eric eventually puts down the gun and tells his pathetic chud backstory. Following this, Eric and Sean get a note from Carlos in C Team sent via Gabs the dog, telling them to check the family portrait in the Pod Room. They find the hint "twins birthday" on a yellow door, they begin re-investigating Mira before being knocked out by Delta and the memory loss drug in their watches (the hint feeds into D-Team, player POV fuckery)

- Back in Timeline 1, after the inject timeline. Sean wakes back up and sees that Mira has killed other people and escaped through the X Door. Sean questions why he's even alive if he had been "killed" by Mira, to which Delta comes back on TV and tells Sean to meet him at the Quantum Computer

- Delta explains that Sean is a robot whose memories are tied to the Quantum Computer, giving him the illusion of being a human that can SHIFT. Delta gives Sean his helmet code which will come back up later

- Back in Timeline 2 again, after the yellow door stuff and after Eric kills Carlos in front of everyone (long story), Eric threatens to kill Sean again, to which Sean offers to take off his helmet to explain everything, having gotten his memories from Timeline 1. Sean explains to everyone that he's a robot and also points out Zero's real name: Delta. Delta gets up from his wheelchair and explains to the players remaining what's up.
- Together, they all head to the Quantum Computer which Sean tries to access, but needs a code in order to do so. Eric holds Delta at gunpoint to give up the code which Delta nonchalantly agrees to, the code is 3808-0832, the exact code needed for Q Team Force Quit Box. After giving up that code, Delta had no more use for this timeline and mind hacks Eric to slime everyone except his mama Diana out.

- Now in Timeline 4, where all teams survive after two rounds of Delta inducing the teams to vote against each other. Q Team is confronted with the Force Quit Box which tells them to turn on the central Quantum Computer in order to activate the Force Quit box. Using his memories from the other timelines, Sean is able to boot the computer and activate their team's condition for the Force Quit box

## D Team:

D Team's events to unlock the Force Quit box goes as follows:

- In Timeline 1, D Team wakes up in the Manufacturing Room. After solving the puzzle, they go back into the lounge and Phi comes up with a plan to escape the facility by blowing up a door in the Decontamination Room using a bomb from another room. They set up the 5 minute countdown and then run back into the Lounge where the results of C-Team's execution is revealed before Delta comes on the TV to ask what nonsense they're trying to pull (whipping up shit in a kettle 💀). Delta tells them that Q Team is on the other side of the wall, unconscious, and that the explosion from the bomb will kill them all. Delta gives them the ultimatum of either stop the timer or leave them to die so they can escape
- Diana runs towards the bomb but is stopped as her path is blocked by the shower room having acid pouring out of its faucets. D Team notices a protective suit outside the entrance but Sigma says they're already late and the bomb explosion is imminent. They're faced with another choice, accept that they're too late and run away or try their luck, let Sigma put on the suit and run in to stop the timer.
- If Sigma doesn't run, then Q Team gets killed and it's GGs. If he does run, however, this leads into Sigma being unable to stop the bomb anyways and his arms and one of his eyes are torn completely off as a result of the explosion. Phi and Diana carry Sigma out of the hole in the wall and attempt to leave, stepping over the knocked out Q Team that were on the other side. As they're walking, Mira uses the last of her strength to inject Phi with the Radical-6 vial she stole and makes her patient 0. This is D END 1, the timeline that leads to the Radical-6 apocalypse, the catalyst for VLR and paradoxically enough, ZTD as well (this isn't relevant for the Force Quit box specifically but it's good to get this out of the way)

- In Timeline 3, D Team are in the Trash Disposal Room to which Sigma and Diana see Phi trapped in the incinerator. The escape room forces Sigma to strap himself into a chair with a gun aimed to his head to which Delta comes back on the air, yaps his usual BS and then forces Diana into a choice. The gun has a 50/50 chance of having a live round compared to a blank and the incinerator opens once the gun is fired, so either fire the gun and have a chance of saving both Sigma and Phi, or do nothing, guaranteeing Sigma lives but condemning Phi to a fiery death.
- If Diana doesn't shoot, Phi gets burned, leaving only her brooch behind, which reminds Diana of Phi telling her that it's a memento from her mother, whom Phi never met. After this, Diana and Sigma are knocked out by the Soporil in their watches, erasing their memory of what happened to Phi in the process. We'll come back to this branch of the timeline later.
- If Diana does shoot and it's a blank and everyone lives, they meet back up in the lounge and it's discovered that all of D Team has been poisoned thanks to shenanigans from C-Team earlier. Luckily for them, Akane sent them the antidote via Gabs. If they don't drink it they die and it's GGs, if they do then it leads to a cutscene where Phi reveals that her hair colour is naturally red before they're knocked out by the Soporil as per usual (important clue for later)

- In Timeline 3, following the branch where Phi is fried in the incinerator. Sigma and Diana wake back up and have no idea what happened to Phi thanks to memory loss. They come across the Transporter Room and Delta explains that the Transporter can copy and replicate a maximum of 2 bodies at one time and send it back through its own history, spitting out an exact clone at a certain point in time. The Transporter takes 10 months

to recharge after it's used once. After solving the escape room, Sigma and Diana learn that everyone except them and Akane are dead, and that Akane has left through the X Door, trapping the two of them in the facility permanently.

- With no other options, they elect to use the Transporter to send clones of themselves into another history. The original Sigma and Diana, however, remain trapped inside the facility, as the Transporter only sends cloned atomic data and not the actual person. Now with truly nothing left to do but wait for an Akane that will never return, Sigma and Diana eventually bond with each other. This results in them eventually having fraternal twins, a boy and a girl. Now that 10 months have gone by and their supplies have dwindled, they decide to send their children back in time to another history so at least one version of them will be safe somewhere. They name the boy Delta and the girl Phi, these are the very same Delta and Phi that we know from the games. This is D END 2 and this whole thing was planned to ensure Delta's birth (Phi's as well but she's an afterthought)

- Meanwhile, the cloned Sigma and Diana get transported to Timeline 2, where the original versions of themselves from that timeline were executed. This eventually leads into the stuff already discussed in the Q Team section where eventually Delta slimes em all except for Diana (mama's boy) after giving Sean the Force Quit code so I won't bother with this timeline. But just know that they also uncover the "twin's birthday" hint like Q Team did

- With everything being met, Timeline 4 continues with no one dying. D Team are confronted with the Force Quit box and its condition of "mother's mementos". Diana, Sigma and Phi (all being Espers) all receive the memories of the other timelines and have a family hug after they realize what the Force Quit box means.

## C Team:

Saving the best and most convoluted for last. A lot of what I said previously went unexplained as C-Team fuckery is the main result from all of it, so this section may be longer than the others as of course, Akane is directly in this team and has more direct influence over it. C Team's events to unlock the Force Quit box goes as follows:

- In Timeline 3, C Team find themselves within the infirmary and Delta lets them know that they and D Team have been injected with a poison and that if they fail to clear the room, all six of them will die. Carlos succeeds in distributing the antidote and gets a random vision of Junpei's head in a freezer from another timeline (more on this later). Akane uses Gabs to give the remaining 3 antitodes to D Team
- In the lounge, Carlos reveals to them the vision he saw and thinks it's a vision from the future. Akane corrects him and says he's viewing the past from another timeline, which is something that happens to Espers on occasion. The team is put to sleep via the Soporil watches
- Still in Timeline 3, following from the branch where Diana shoots Sigma with a live round in the incinerator room, C Team all wake up in the Rec Room later. Upon clearing this room, they were confronted with 3 dice and

told to roll all 1's or else they'd die. Of course in most timelines, they're gunned down by machine guns, but in one timeline, they all really did roll 1's and thus survived. In the lounge in the 1/216 timeline where they lived, Akane lectures them all about the anthropic principle and tells them that the odds of this timeline existing were 100%. This was all an indirect manip from Akane to place the idea of SHIFTing to other histories in Carlos' mind. We'll come back to this timeline later.

- In Timeline 2, Akane and Carlos wake up in the Pantry, with Junpei mysteriously gone. Akane yaps to Carlos about how much Junpei means to her and they go on to clear the Pantry escape room, where they discover Junpei's severed head in a freezer (this is the timeline Carlos saw in his vision in Timeline 3). In the lounge, Akane is crying over Junpei's mysterious death before eventually blaming Carlos for it, picking up a chainsaw and threatening him with it in a frenzy. Carlos picks up an Axe and starts accusing Akane of killing Junpei instead (they didn't know that Mira, Delta's accomplice, was the one who killed him since the wards aren't actually physically separate). Well at least Carlos didn't know. Seriously this girl Akane fully planned on Mira killing Junpei and then lost her mind over it anyways 😭 What is WRONG with her bro.
- Akane causes a blackout as Carlos deliberates whether he really did unknowingly kill Junpei and just had his memory erased by Soporil afterwards or if Akane did it. If Carlos decides that he killed Junpei, Carlos kills himself with the axe and bleeds to death, with Akane also crying profusely over it bro I CAN'T with this woman, I will never understand how her mind works. If he decides that Akane kills him, Carlos

will defend himself against Akane's chainsaw, killing her in the process and regretting it later. More on this timeline later

- Back in Timeline 3 again, but this time from the branch where Diana doesn't shoot at all and Phi dies, C Team find themselves in the Control Room. After they clear it, they're presented with a Monty Hall problem situation involving Gas Masks. To keep things short, they end up only being able to give Akane the mask while Junpei and Carlos choke to death. With everything set up in D Team involving Phi dying and with Q Team being executed, this allows Akane to leave through the X Door, leading into the D END 2 timeline where Sigma and Diana are stuck in the facility with the Transporter.
- Still in Timeline 3, but this time following the branch where Diana shoots Sigma and it's a blank letting both Sigma and Phi escape alive, C Team find themselves in the reactor. At the end of the room, Akane slips and faints, leaving Junpei and Carlos alone to play the Ambidex Game that's waiting for them now (won't go over the rules but it's just the prisoner's dilemma). Picking ally or betray against Junpei results in a game over either way. However, picking both allows Carlos to remember the other timeline where he picked the opposite option, finally giving him a solid grasp on his Esper abilities. Using this, Carlos SHIFTs for the first time, back in time a few minutes before the Ambidex Game begins and explains to Junpei what's up. Akane conveniently wakes up from her "faint" just in time to explain in more detail (t1 acting fr fr). After an explanation and more indirect manip of Carlos, Akane goads them into SHIFTing to another history to avoid playing the Ambidex Game by activating the reactor to blow up in a few minutes, creating the danger element necessary in order

to SHIFT. Junpei suggests all 3 of them SHIFT to a history right after they lost the Dice Roll.

- After they do this, Junpei enacts “his” plan (more peak indirect/logical manip, Akane planned all this), Junpei knocks Akane out and places her in the fireplace. His plan is to use his and Carlos’ bodies as shields to tank the minigun bullets so Akane can live on in this timeline while Junpei and Carlos SHIFT to another history before they die. Refusing to live alone in that timeline, Akane SHIFTs with them back into the timeline where they rolled all 1’s
- Akane gets angry at Junpei for enacting this plan (masking the fact that she orchestrated it). This causes Junpei and Akane to eventually make up with each other and Junpei gives Akane her ring we see in VLR. Following this and realizing that they got 7 X-passes revealed to them from another timeline branch, they attempt to open the X Door only to “discover” (Akane knew ofc) that X-Passes are unique to their respective histories and don’t work in others. After this, they all get jumped by an evil version of Sean for a rule violation in attempting to leave with incorrect X-Passes. Evil Sean fucks their shit up, creating yet another danger element needed for Carlos to SHIFT. Carlos comes up with a plan to jump to another history and make up a plan to save Akane and Junpei.

- Carlos SHIFTs into Timeline 2, just after he kills Akane with his axe and loses a hand for it. Carlos realizes that he has to figure out Evil Sean’s deal in order to save Junpei and Akane in the timeline he came from, but he also realizes he needs to enact upon a vision he saw earlier of Q Team, causing him to send a note saying “Search the family portrait” via Gabs.

- The teams all meet up with each other after Delta trolls tf outta Carlos by showing the video recording of Carlos from this timeline killing Akane in front of everyone while Carlos wasn't there. This on top of the fact that Sigma and Diana are somehow here despite being executed in this timeline (thanks Transporter) causes Eric to lose it and start accusing everyone of being the reason why Mira is dead in this timeline. The key takeaways of this clown show of a timeline is that Carlos learns that the wards aren't actually separated physically, that Evil Sean is different from Normal Sean and learns how the Transporter works from Diana and Sigma. After this, Carlos goads a manic Eric into shooting him, saying that he'll SHIFT before he dies. Eric shoots Carlos and from everyone's POV he just straight up died with nothing happening lol. This timeline is the Q Team Force Quit route with the Quantum Computer as discussed before, no reason to continue yapping

- Carlos SHIFTs back into Timeline 3 where they were being attacked by Evil Sean. Overpowering it and throwing it into the display of the ward, he ushers Akane and Junpei into the transporter room and tells them how it works. A pre-recorded message from Delta shows up saying that he's dead and goading Akane and Junpei to transport to a timeline where he's alive and they're dead. Evil Sean returns and Carlos holds him off as Junpei and Akane transport themselves into the history where C Team was executed and after this happens, Carlos triggers the Transporter to blow up to give him the danger element necessary to SHIFT out of this timeline.

- In Timeline 1, Akane and Junpei emerge from the Transporter, waiting for Carlos to show up as well. Akane and Junpei talk with Delta via the TV,

where Delta lets Akane know that they've made it to "that" history, D END 1, where the Radical-6 apocalypse begins, leading to VLR. After some more trolling from Delta and acting from Akane, Delta eventually gives up the "VIVEHODIE" code for their Force Quit box. A while later, Carlos bursts through the X Door, coming to Akane and Junpei's rescue. Carlos explains the convoluted method he used to save them (short version: SHIFTed to shower room, used the transported in that history, sent himself back 10 months and then just waited until it was time). Carlos says he didn't stop Zero's plan in this timeline because then he wouldn't have met Akane and Junpei. He unknowingly contributed to D END 1 via his plan, causing 6 billion people to die and Akane to resort to her VLR plan (fully intended ofc). This whole section was Akane and Delta completely dunking on Carlos.

- Now, finally, we're in Timeline 4, where nobody was executed after the vote and shower room stuff. C Team comes across the Force Quit box and the mention of it needing a password causes Carlos to gain an instinct of what he just went through. He enters VIVEHODIE despite not being told that password (again, player POV fuckery) and the Force Quit box opens and reveals the message that the central Quantum Computer must be booted (so in order of activation, it was C Force Quit → Q Force Quit → D Force Quit).
- Junpei asks Carlos how he knew the password and Carlos is unsure himself, not fully remembering how he got it or from where (probably because he never heard it, thank you Non Canon VLR ending for making everything more confusing). Akane "guesses" that Carlos SHIFTed from another timeline, which the mere mention of that word causes Carlos to remember

everything. C Team chills out while Carlos ponders what to do next, to which Carlos eventually executes his plan to fool Delta and get around the Soporil injection.

- With this, all the pieces have found their place.

# Part 4: Conclusion




(Keikaku Doori…)

Finally, we reach the ultimate end result of the activation of all team's Force Quit boxes.

After each team activates their box and Q and C Team prevents their injection, all the teams meet up with each other in the lounge. Everyone except Mira and Eric, who are not Espers, reveal that they remember everything that happened in

all the other histories. The players all reveal what they did to get to this point in regards to their boxes. As they ponder how they became aware of the other histories, Delta reveals himself. He explains that neither C or D team followed a linear flow of time in order to reach this point. Delta yaps some more, revealing his and Phi's backstory and stopping Phi from activating the Force Quit box by placing the brooch in it. Phi, in a rage at Delta's BS, dropkicks him to the floor, knocking Delta's shotgun out of his arms to which Eric picks it up and points it at him. Thinking that they have the upper hand, they finally activate the Force Quit box for real this time (D Team didn't actually insert their items at first, sorry if that part was confusing).

Just as they do, the facility alarm sounds off saying that the facility will explode in 10 minutes. This is the final twist, the Force Quit box wasn't to exit the Decision Game, it was to blow up the whole facility. Delta, using his mind hacking ability, makes Eric shoot him in the chest, killing him nearly instantly (not dying without taunting em first, of course). Now with no advantages at all, the players question what they're supposed to do next. It is right then that Akane comes up with a solution, they all SHIFT to the timeline where they won the coinflip, all the way back at the very beginning of the Game (which forces the versions that won on their first try to die in an explosion, a very interesting moral dilemma).

Together, with their powers combined, all 9 players SHIFT out of their bodies and into the version of themselves that won the coin flip, before the Decision Game event began (yes, Mira and Eric were able to SHIFT somehow). After this, Delta approaches the group and yaps about the purpose of the Game, I'll spare you the details.

**Final Result of this Strategy:**

Akane and Delta work together to both cause and prevent the Radical-6 apocalypse. They needed it to happen in order to take down the Religious Fanatic together, something neither could accomplish alone. The Radical-6 apocalypse is what led to Delta's birth to begin with so after they did that, they created another timeline where it never happened yet Delta is born anyways. This is the CQD END 2 timeline at the end of the game, what this Force Quit strategy led to, a timeline where nobody dies and Akane is free to spend the rest of her life with Junpei in peace after dealing with the threat of the Fanatic.

And that's all! I hope you all enjoyed a *summary* of the single most complex scheme I've ever encountered. And this is only half the story, VLR tells the rest, but maybe that's for another time.

At any rate, thanks for reading!

