

The time loop is a familiar trope in Japanese pop culture media, especially anime.[6] Its use in Japanese fiction dates back to Yasutaka Tsutsui's science fiction novel, *The Girl Who Leapt Through Time* (1965), one of the earliest works to feature a time loop, about a high school girl who repeatedly relives the same day. It was later adapted into a 1972 live-action Japanese television series, a hit 1983 live-action film, a 2006 anime film, and a 2010 live-action film.[7][8][9] The 1983 live-action film adaptation of *The Girl Who Leapt Through Time* was a major box office success in Japan[9] where it was the second highest-grossing Japanese film of 1983.[10] Its success was soon followed by numerous anime and manga using the time loop concept, starting with Mamoru Oshii's anime film *Urusei Yatsura 2: Beautiful Dreamer* (1984), and then the manga and anime series *Kimagure Orange Road* (1984-1988).[11] The time loop has since become a familiar anime trope.[6] Other popular Japanese works that use the time loop concept include Hiroyuki Kanno's science fiction visual novel *YU-NO: A Girl Who Chants Love at the Bound of this World* (1996)[12] the light novel and anime franchise *Haruhi Suzumiya* (2003), Mamoru Oshii's Japanese cyberpunk anime film *Ghost in the Shell 2: Innocence* (2004), Hiroshi Sakurazaka's sci-fi light novel *All You Need is Kill* (2004) which was adapted into the Tom Cruise starring Hollywood film *Edge of Tomorrow* (2014)[11] and the sci-fi visual novel and anime franchise *Steins;Gate* (2009).