

The time loop is a familiar trope in Japanese pop culture media, especially anime.<sup>(6)</sup> 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.<sup>(7)(8)(9)</sup> The 1983 live-action film adaptation of *The Girl Who Leapt Through Time* was a major box office success in Japan,<sup>(9)</sup> where it was the second highest-grossing Japanese film of 1983.<sup>(10)</sup> 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).<sup>(11)</sup> The time loop has since become a familiar anime trope.<sup>(6)</sup> Other popular Japanese works that use the time loop concept include Hiroyuki Kamoh's science fiction visual novel *YU-NO: A Girl Who Chants Love at the Bound of this World* (1996),<sup>(12)</sup> the light novel and anime franchise *Haruhi Suzumiya* (2003), Mamoru Oshii's Japanese cyberpunk anime *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),<sup>(13)</sup> and the sci-fi visual novel and anime franchise *Steins;Gate* (2009).