

Hi, I'm Stars—I did the AoSpooky blog or smth idk. Now, I did mention that there was some stuff in *Re;Quest* I was holding off on, but I really don't want to forget about this. Deez mfs really have the audacity to [flex an Ao Oni Storyline on their official website...](#) (**System —> Post-Game Content**)

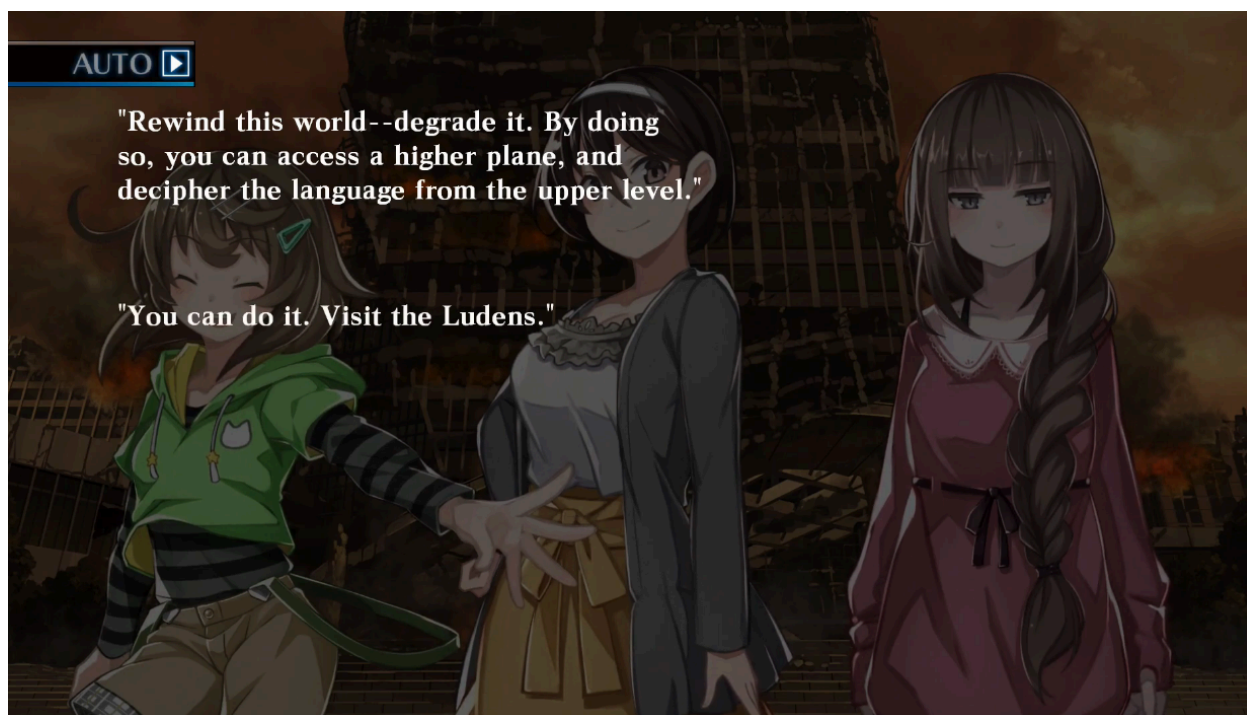
They also made a side mini-game outside of the story mode... my goats.

Mr. Kochiwa: It all started from one of our staff mentioning that it would be neat to collaborate with a similar horror game. That's when *Ao Oni*, a popular horror game in Japan, was proposed. Because *Death end re;Quest 2* had several moments where players are being chased, we devised a mini-game blending the originally-2D *Ao Oni* with 3D gameplay to pursue the character.

Before I start on DT, I do want to mention that the virtual world of Odyssey is mentioned multiple times to be a 'game universe' in-game / [via WOG](#) and is chalkful of [parallel universes](#) and alternate timelines... at the very least [there exists 65536 Timelines](#) using the first game alone. I don't really know where I'd get a chance to throw this in... but uh... yeah Multi cosmology yippee!

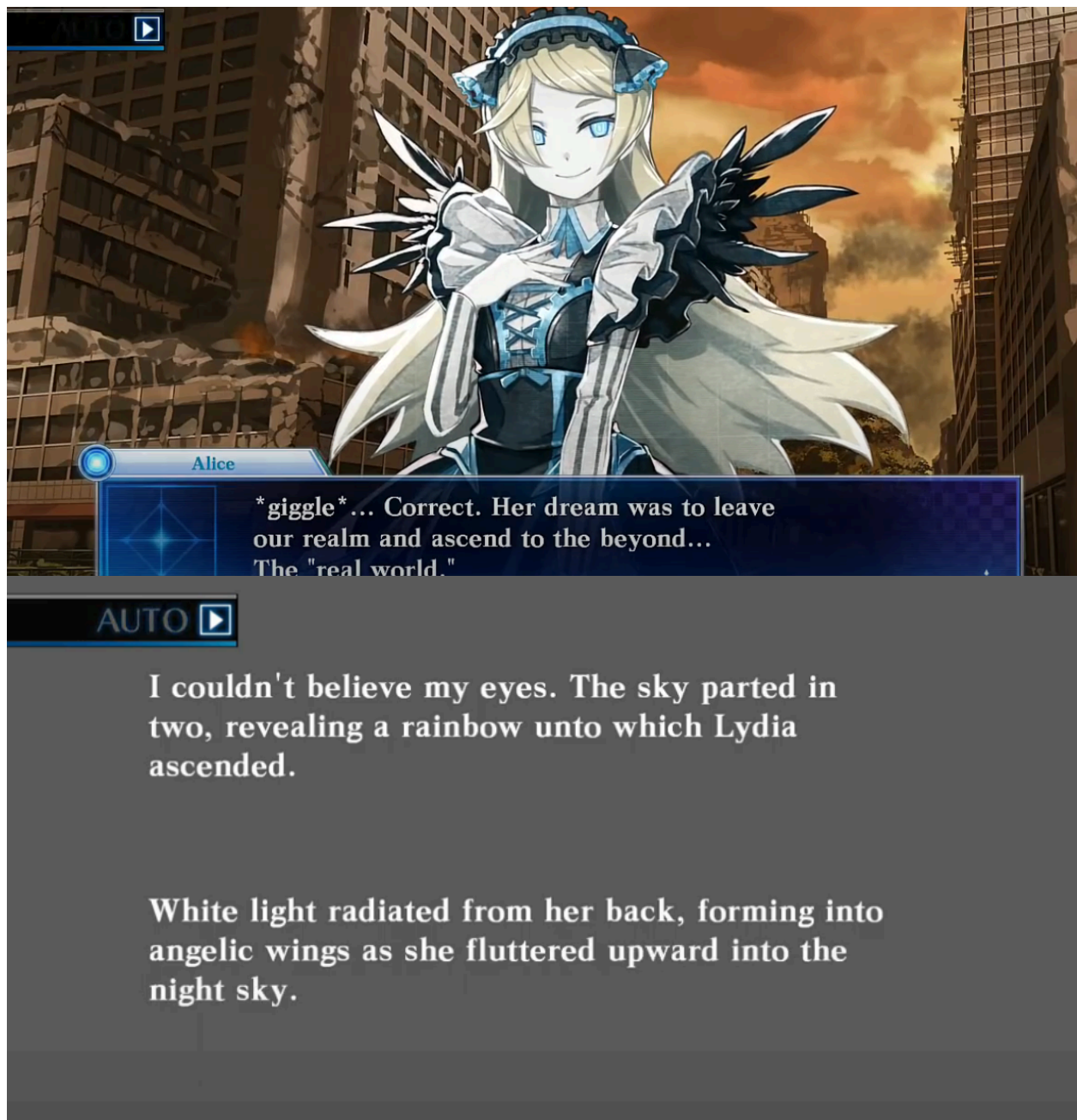
Anywhoozle, I'm just going to make this into a cosmology document before I dive into *Re;Quest 3*. No, I don't think the Oni currently scales to Outer or anything like that it's just there ARE arguments for it with this in mind (*Re;Quest 3* still needs to be translated). This is generally just a quick mock-up, since I never really considered revealing this stuff until I got to *Re;Quest 3* to see if anyone would scale (BUT I WANNA SHOW IT SO SHADDUP). This is more of a cosmology size document, so take it with a grain of salt since the series isn't completely finished yet—right now we'll be focusing on *Death end re;Quest 1 & 2* which have a pretty solid argument for DT.

To start off despite how Arata's world was described as having its [own flow of time \(being described as its own timeline alongside other parallel universes\)](#), there still existed worlds that are [described as 'upper levels' / separate realities / higher planes](#). There is outright said to be [degrees of order](#) between the worlds; to the point where characters [cannot interact with](#) or perceive the higher worlds. Lower and Higher Worlds are [explicitly differentiated](#) in the story.



Degrading in itself is literally described as the ability to alter entire worlds along with their time, [creating and altering timelines \(official statements very clearly state that all of the created parallel worlds IRIS made were 'able to be unraveled' by Arata's efforts\)](#); degrades could 'change everything', which given the [ending of Re;Quest 1](#) is about completely degrading & restarting these worlds, it makes a lot of sense. Ontop of this, beings of the higher worlds were [explicitly not forcibly ripped back via the alterations made to the lower timelines](#), Lydia who was an observer from a higher world (whom made it her life to live in the lower-dimensional world before leaving) was forcibly taken back to her world, despite how the degrade took place, she wasn't affected by the degrade rewinds and brought back; she was completely missing... it only affected the timeline targetted and timelines below it and Lydia was [only affected herself when her higher timeline was targetted](#). As such it stands to reason that the time of the world is lower than that of the higher one, which as the following points present will make much more sense.

Characters are described as having to **ascend to these higher realms** at multiple points.



Death End re;Quest 1.5 (which is the official novel packaged with re;Quest 2) mentions 4-Dimensional Spaces, which fulfills the numbered dimension requirement for DT. Obviously the conversation is *very lol jokey in nature*, though it does prove that numbered dimensions exist as a concept in their world. Hell... in re;Quest Z it is mentioned that there is [a '65,535th Dimension'](#) so it's 100% the intent.

"But... aren't you worried about putting on weight? I would've just gotten ice cream too, but, you know."

"Nope! I know the philosophy behind not getting fat. So, I'm not ever worried about that."

"Oh, is that so? Well, please enlighten the class."

Lydia confidently stood---

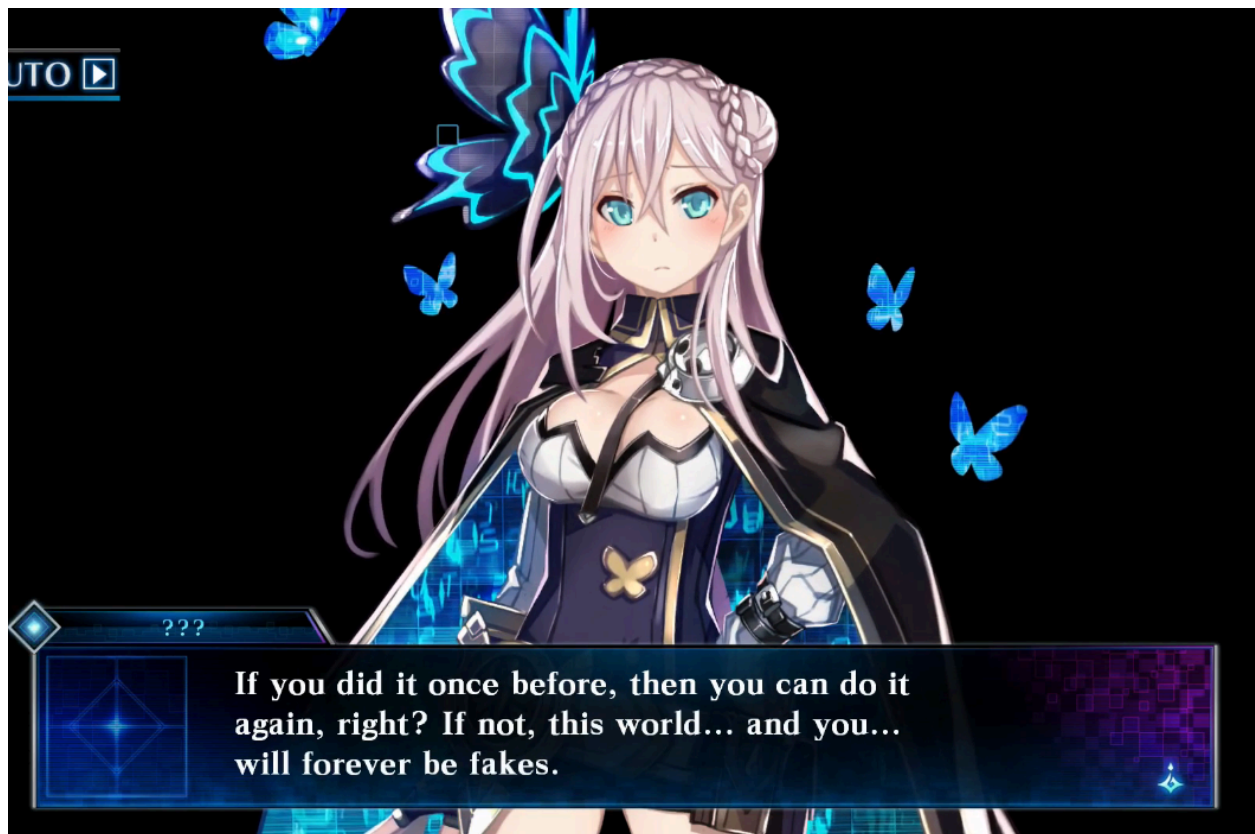
"Have you heard that people have a different stomach for sweets?"

"I've heard of people saying that. What about it?"

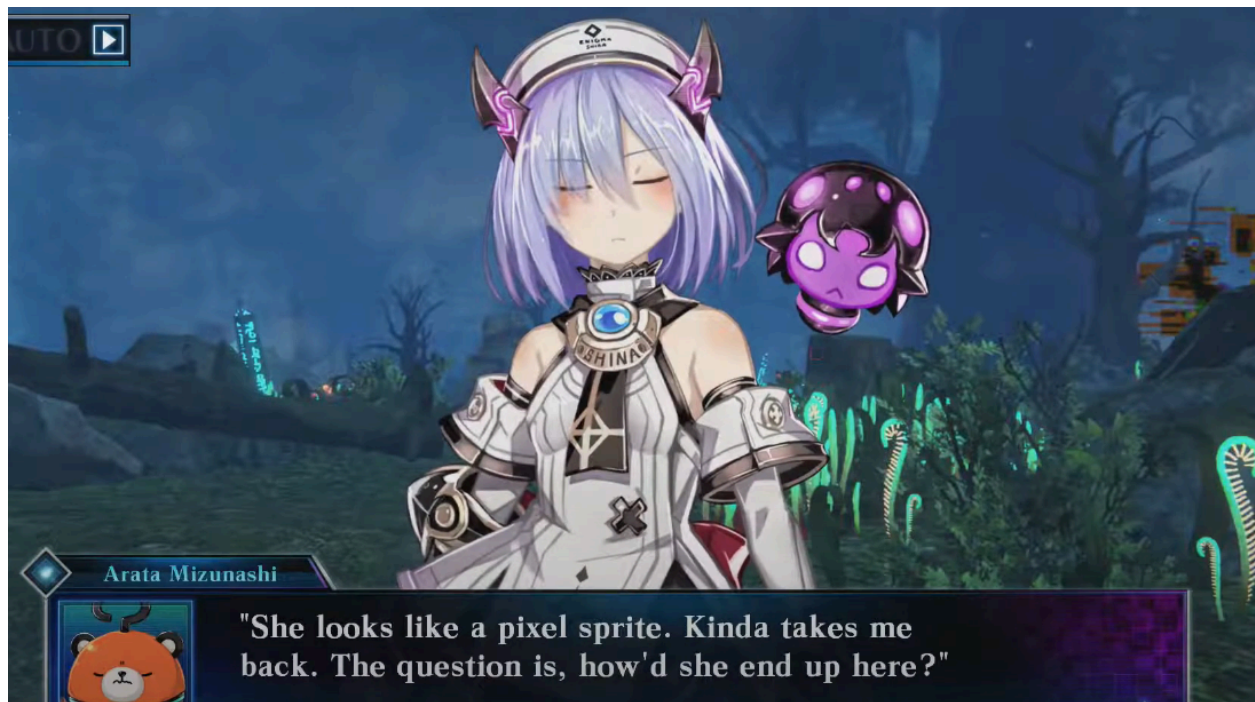
"So, you have a different stomach for that. And you know that anime where the cat robot has a pocket that goes to the 4th dimension, right? Seeing that made me realize something. Sweets get sucked into the 4th dimension! So, if you have a sweet tooth, you never get fat!"

And while obviously not the main point, there are other lesser examples of World Odyssey ([the dimension lower than Arata](#)) being referred to as 2D aswell.

Lower Dimensions like World Odyssey are said to be completely fictional to the higher worlds. It's just straight up not even arguable against, they yap for like 20 PARAGRAPHS about how fake the world, [how **the characters are fictional and fake**, how they're **made out of data**, how the world is nothing but an illusion or an image...](#) the higher beings are completely unperceptible to lower realities.



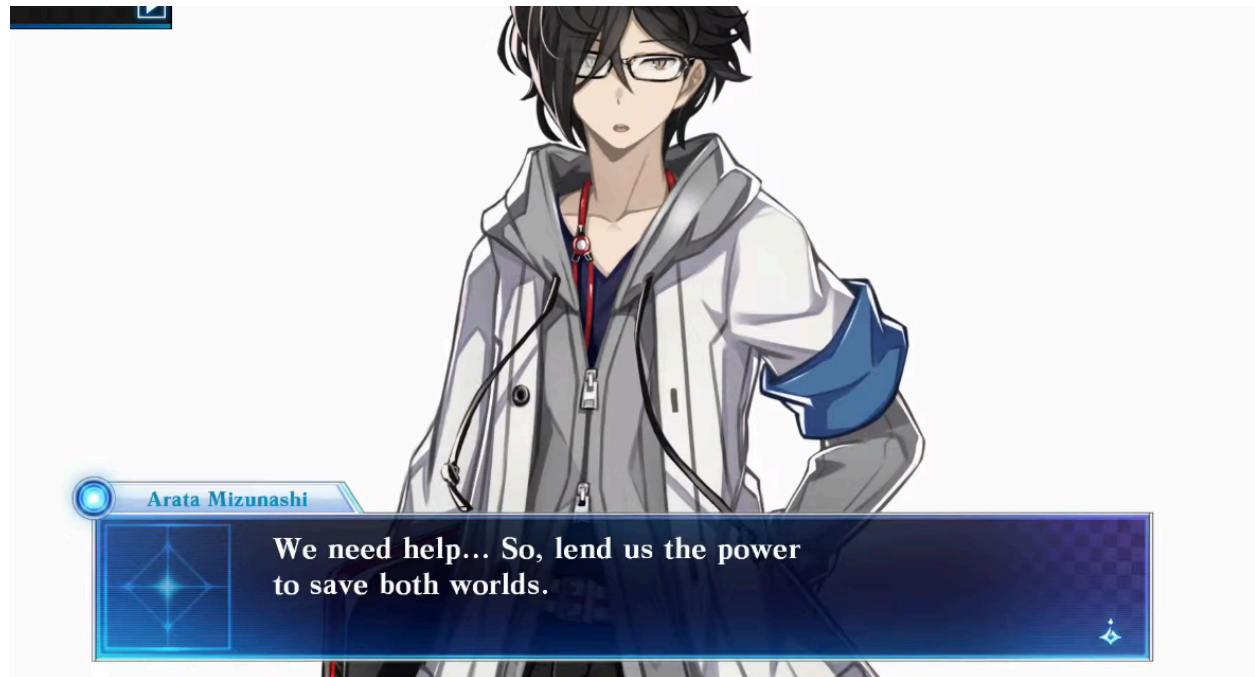
Lower Worlds [such as Shirote's world](#) are described as 'looking strange & jagged', 'looking digitized', 'looking like pixel-art', and illustrated by using 2-D images (the literal only place 2-D images show up in the entire game).



It's said that topics like descriptors like Who a person is, What something is, and When something happens (Time itself) does not apply to Higher Dimensional beings... as they see everything all at once. The Higher Dimensions also quantitatively often use terminology like 'countless' or 'endless', such as how it's full of endless doors that connect them to the lower world of World's Odyssey.



Arata at the end of the first game [literally asks for help from the Player who is above his world](#). Yep... that's right... we're a canon higher dimensional life-form in the series. One that is **unperceivable** [by even people in the topmost dimensions](#).



As for the actual size of the cosmology... that's a bit more confusing given the info we have, but we can atleast piece together a lowball cosmology size. Afterall we atleast have the main universe and the higher-dimensional plane of the Luden being affected. Though more than anything... that's where the real-world Player comes in—the Ludens and other Observers are higher-dimensional lifeforms that reside above Arata's world (which we can assume to be a three-dimensional space), making them at least four-dimensional. They could even be five-dimensional, as it's implied they exist outside of time, and that time doesn't apply to their higher-dimensional forms (since time, in most media, is considered a fourth-dimensional construct)... it is actually treated VERY SIMILARLY to a Hyper-Timeline (5D). The main gimmick in re;Quest is that every single world is fake to another, essentially a endless loop of worlds that see eachother as fiction. All of these parallel worlds exist within the same cosmology, they are stated to have their own flow of time within them, and they act independently with their own flow of time when on the same level... for example;

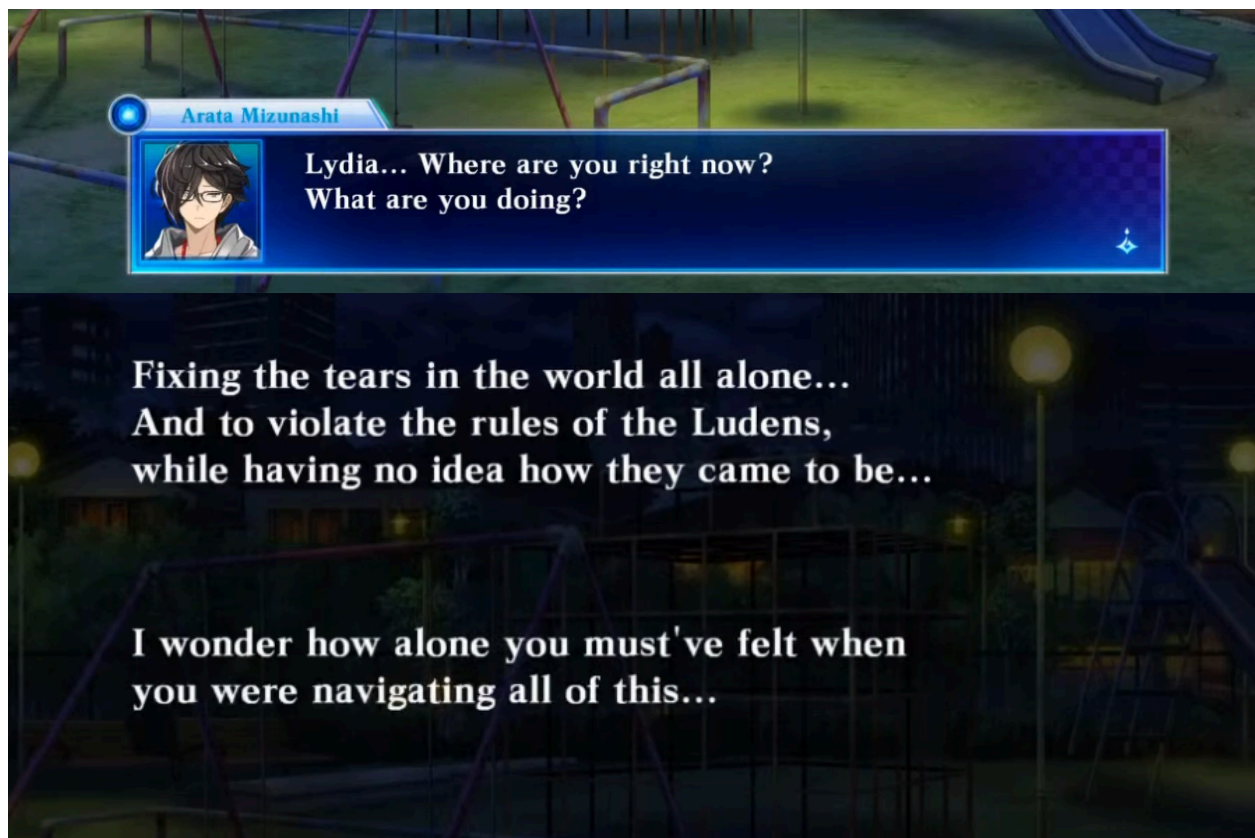
A variant copy of World's Odyssey is stated [to be a parallel world](#), characters [reference time while inside of it](#)... hence why [the 'past'](#) is referenced by a character who was created inside of the world and [years like 2025 are mentioned](#), and they have ['their own created history'](#).

[Arata's world explicitly is stated to have Timelines](#) and at one point [Lydia even stopped time within Arata's world](#) (meaning it is 100% the intent).

It was very clear that to affect all timelines, it required having the worlds [degraded by Arata ascending to a higher dimension by using Lydia's power](#) (this is further backed up by how the power comes from Lydia, the person above Arata's world who [saw his world as fiction](#))... this ['deleted' Arata's world entirely and then recreated it](#). The world that Lydia comes from... as you'd guess... has it's own measurement of time aswell, we literally see her world has the same calendar prompt and such aswell as time metrics— [like the cutscene forcibly pops it up LOL](#), so it's pretty clear even her world is supposed to be a timeline (which fits the premise of a Hyper Timeline even more strongly).

So it's as simple as; World's Odyssey contains multiple independent timelines and requires affecting a higher dimension in order to affect all of the lower ones simultaneously.

The Ludens are also implied to be the higher dimension that sets the rules for all lower Observers—this includes Lydia, who was an Observer above Arata's world... meaning at the VERY least the Ludens exist in a 5-Dimensional Space.

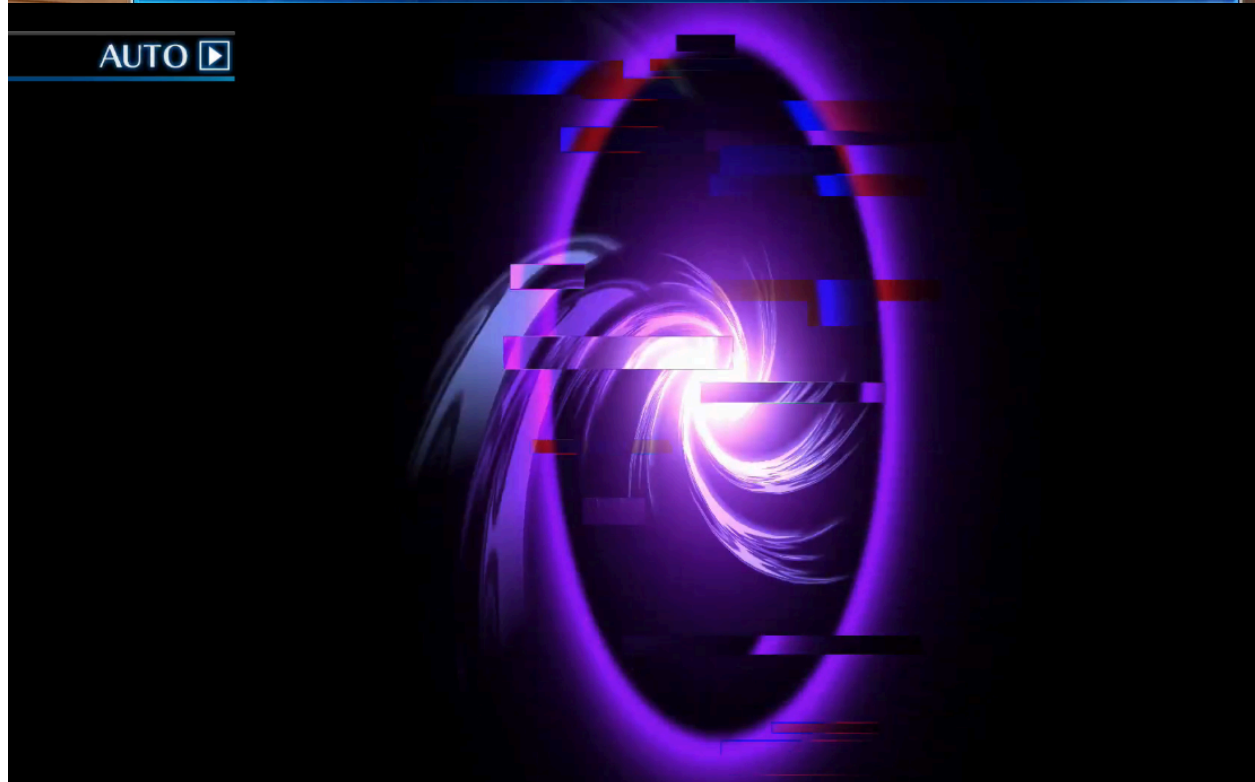


The Player, on the other hand, was pretty blatantly acting as an Observer (Observers being those who oversee lower dimensions). No one could perceive the Player (us) normally, and we were viewing the Ludens from an outside perspective in their home dimension as well. It's also kind of a given—due to the fourth wall-breaky nature of it all—that the Player should supersede the cosmology itself. This means that, at least for now, the cosmology should scale to 5D (3D + higher dimension + Player's dimension) to 6D (3D + time + higher dimension + Player's dimension). Though given the last second addition of the realm that is reached on the way to

the Strain Area (a similarly higher otherworldly place), we know the cosmology is as high as **65,535 Dimensional**. It's very clear that the fictional world of World Odyssey and the strain area occupy the same space, because the whole point of re;Quest 1 is them trying to break into your real world... and re;Quest 3 makes it quite evident that the 65,535th Dimension and the Strain Room are connected given [the Strain Train](#) only reaches it on its way between the virtual worlds like the Strain Room. It's said that the [traces of the world from the lower one is non-existent](#), which as you can imagine COULD be applicable for R>F (ontop of all the other supporting evidence) which could potentially make it Outer, though I know people can be really iffy about that sort of thing.

There is ***one potential problem*** with the higher dimensions in themselves, which is how the main bad guy of each game is trying to fuse higher and lower dimensions. While it shouldn't normally be possible (despite how there are similar situations in other media which people still seem to accept), it's cleared up pretty easily within like the same hour. What the game is referring to by 'merging' is interdimensions.

The idea is that there exists dimensional vortexes known as 'Cosmo Trees' which literally link higher and lower realities together despite how they're usually separate– they're literally shown off as vortexes... and we *see them in action (so this isn't just some random one off statement)* it pretty blatantly appears when Celica [almost breaks down the borders between worlds through sheer force](#).



Like you can't get much more blatant than this, it's a dimensional vortex that connected the lower dimension to the higher one... still thought I'd address it though.

Obviously generally speaking in terms of scaling we don't have much so far as this is just a cosmology doc... but I'll at least bring up what we have:

Not only were the Luden's keeping up with the amp from the literal IRL Player, they were also going to destroy both the world of the Ludens & Arata's World; the main villain was going to destroy the 'TOP-MOST DIMENSION' of their cosmology, one so high that they could talk with and sense the real world player. It was literally stated that in the end not even us in the REAL WORLD were safe.







In the timeframe of literally [just a flash of light from an incomplete IRIS, the Strain Area \(The Luden's Dimension\) was destroyed; which connects to all of these dimensions and parallel universes.](#) Realistically this serves as great supporting evidence to Arata destroying the top-most dimension; given World Odyssey and the cosmology have arguments to be a hyper-timeline, destroying the top-most world which dwarfs it **would likely be an immeasurable feat as well.**