黙示録アリス

Apocalypse Alice

No. 2

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The illness of a girl ending the world.

ファンタジア文庫

Mokushiroku Alice

It all started with the eruption of the mysterious “Labyrinth Disease”, an unexplained phenomenon that appears in teenage girls at seemingly random - with each as the center the afflicted girl will give rise to an extra-dimensional labyrinth around her. The scale, structure, and composition of each labyrinth varies on the past and personality of the infected girl, but the area of effect is at least two kilometers in radius and can extend to hundreds of kilometers. If not killed in time, the enveloped area becomes anchored to the real world as an “Eternal Labyrinth” and becomes impossible to return the affected area to normal. As expected, several countries were unable to deal with the sickness and had their lands transformed into Eternal Labyrinths and disappeared, to the point that almost a quarter of the lands in the world have been turned into labyrinths.

However, there was another change alongside the apocalyptic situation, by restraining the diseased girl in the middle of their labyrinth, it was possible to ‘extract’ something that changed humanity yet again: Magic. Thus, the new magic-technology in the world caused an era of fighting for the new power. Countries, companies, religions, cults, terrorists, etc - whoever got their hands on the better magic could control everything on the planet, leading to the bizarre current state of the world.

Ten years ago, Saki Arisu got infected and became the most dangerous Eternal Labyrinth in the world, with the highest rank of 666, it became known as “Apocalypse Alice” throwing her older brother Shinnosuke into a now decade-long quest across this broken world to gain strength, skill, and magic capable of saving Saki from the disease. In a week from now, Shinnosuke, now a lone wolf and raid veteran with a bad personality, will arrive at Metropolitan Kichikuou High, a government backed school with high rate of raid Labyrinths, with the intention of trying out a prototype magic that might be able to save the diseased girls - as perhaps the only one in the world interested in such endeavor, he will find himself embroidered into several conspiracies, and meet those that would become his comrades.

But there just might be more than a simple labyrinth to the “Apocalypse Alice”, those moving the threads of the world could be nothing more than puppets themselves, and Shinnosuke is not as free from the machinations of higher powers as he believes himself to be. Now then, I await to see what role you will play in such a broken world at the brink of destruction:

+1000cp

Background

Drop In
You appear from nowhere in the outskirts of Tokyo. There is a medium sized bag with you, it contains several documents to prove your identity, history, and transfer paperwork for Metropolitan Kichikuou High. In the same bag you will find a clean new bank account with enough money to live for the month. You have no one in this world, and that's perhaps for the best considering how much people have degraded, morally speaking. Still, this might just be a good chance to enter the fray at your own pace. Just be careful, if there's something for sure in this place, it is that nothing is as it first seems.

Mercenary
Power. Money. Authority. You need those no matter what, for you have a goal you must achieve even at risk of losing everything else and risk falling to depravity in the process. Now in Japan for yet another job - one that involves infiltrating a certain high school. You're armed with skills, magic, and experience far superior from the 'average' magician, with even access to experimental magic technology and backdoor deals with very powerful people. The only downside is the lack of real comrades or friends.

Hunter
Perhaps an overblown title, you're a magician venturing forth timed labyrinths to kill the girl and save the world. Unlike mercenaries and others like that, you are affiliated to an institution and backed by other companies, which means a relatively more stable life as long as you can maintain yourself winning... or at least able to escape in one piece. You have relatively trustworthy connections in several areas, as well as a decent chunk of savings and income, however your general distance to the seedier parts of the business could be an issue.

Researcher
Sure, some psychos might be interested in entering hellholes to either kill innocent brats or die to cross dimensional monsters for money, but you have way more brain than those retards. You're a scientist, endlessly breaking borders for new knowledge - and just so happens that magic technology is your field of expertise. One could mistakenly think that you're bound by research funds, lack of individual power, and little combat experience. They would be wrong, after all the current state of the world is thanks to people like you for a reason.

Advantages

Drop In

Deadly Charms (100cp)
There are many types of creatures and magic inside the Labyrinths, but even those seem reasonable when compared to your natural charm with the opposite sex. Works slowly but surely, starting as a passing acknowledgment of your good points, then a crush, soon enough all their thought will gravitate towards you, and before they realize they won't be able to stop themselves from wanting you.

Ray Of Hope (200cp)
There's no denying how utterly twisted this place can be, but amidst the darkness of a broken mankind you stand out as a ray of light. There's something about you that just reaches deeply into the hearts of others, maybe your tenacity, luck, or just your attitude. They can't help but feel that even though you live in the same world as them, you are somehow more than the rest - someone that has something that they wish they had and can't help but be drawn to it. This shine inspires them to follow you, trying to become allies, followers, friends, or something more. One could call this the natural disposition or perhaps the charisma needed to become a true leader.

Egoistic Ambitions (400cp)
You gain a knack to stumble upon the important plights of others, mostly when they're at their most vulnerable, often in life-or-death situations, always from a position to appear as a hero and save them. Of course, such nonsensical chivalry is not what you aim for - no, you're aiming for what happens after 'saving' them. You see, whenever you 'save' someone, they feel the full weight of your help, and heavily feel the need to reward the deed, even if they usually wouldn't do so. They won't give you their love or friendship, but any material thing that don't endanger their life are on the table.

Sounds Like A 'You' Problem (600cp)
Perhaps the most useful power to have in this world, the one that makes others pass on you. May seem a bit odd, but to explain, this makes people ignore you at times you wish to be ignored or when you consider that getting noticed would be fully disadvantageous. While it affects people, animals, and creatures from a cursed girl's labyrinth to an extent, it doesn't work on machines, the infected girls and the likes. Have in mind that this a place where random girls can get infected by some mysterious entity and spawn dungeons from what boils down to a dimension infested to the brim with otherworldly monsters… and yet it turns out that your fellow humans are the biggest danger around.

Mercenary

Brain Wave (100cp)
Let's stop mincing words here. This is a world where countries forcing teenage soldiers to put on brain-altering machinery to use magic and kill innocent kids is seen as just and necessary. To survive in such a world one either needs a mentality of steel or be a psycho. You have the former, a mind strong enough to let you navigate this bizarre place without losing sight of yourself. Similarly, you will always be aware if there's something messing with your mind and the extent of it. Lastly, it gives you increased resistance to the more burdening types of Headphone Fuzz.

Enough is Enough (200cp)
The difference between a hero and a failure? Timing. The results may completely depend on when you act, from giving words of encouragement, unleashing the forbidden attack that takes all your strength, or intervening in the middle of a fight to save someone. Sometimes it's not about what you do, but when you do it. But that is never a problem with you, even when failure is not an option and everything seems to hang on the last movement, you can rest assured that you will get it right. As long as you make a conscious effort to get the timing of your actions right, then you will get a precise instinct on how to land them at the perfect moment.

Everthing Else Is The Enemy (400cp)
It has been years even since that mysterious sickness appeared and threw the world into this bizarre state. It has been years since you adapted to the newly chaotic world - and you have the skills to prove it. The know-how to survive in the dangerous and unpredictable labyrinths, actual fighting skill, escape maneuvers, or the best way to use others to ensure your own survival. Learning to thrive in subpar conditions or less than perfect equipment has made you into someone who could be thrown naked into a fight with a dozen dragons and still have a decent chance of surviving, perhaps even winning.

Last Four Minutes (600cp)
It's hardly unusual that the decisions at the end of the battle mean everything, the decisive moment between failure and success. Of course, a seasoned veteran would have either fled or won by that point, but we're talking about exceptions here. Thus, I present to you this nifty little power - whenever you find yourself in a pinch against the clock, it will increase all your senses and speed up your decision-making skills, up to a ten-fold increase at the last second. Works in any kind of battleground where exceeding the time means losing or becoming a very unfavorable position.

Hunter

Memorandum (100cp)
Time Labyrinths are a complete beast to clear, not because of the power of it (usually), but because you have a very limited time to gather the information of the place, prepare for it, and actually entering and clearing it. To help a bit with that, you now have the capacity to read hundreds or even thousands of pages of data in record time, while also perfectly memorize and analyze them in your mind. Reading about a hundred floors of a labyrinth, each monster type, and the types of magic to look out for – then formulate a plan that takes into account every known variable wouldn't take even ten minutes.

Take It or Leave It (200cp)
Sometimes, being able to use magic or kill otherworldly monsters is not enough to survive. To support a bit your social prowess, you have learned the art of negotiation, from quickly discerning what's valued by others, to strike deals that others think that they want. You are not the greatest businessman in the history of time, but more than enough to leverage advantages and keep yourself in the good side of bigger entities.

Need 4 Magic (400cp)
Lady luck has yet to abandon you, for as soon as you set a particular goal in your mind, opportunity will find a way to appear in your path sooner than later. This includes meeting others with goals that will further yours, finding helpful items in unexpected places, getting small advantages alongside your journey, and generally having more luck when it comes down to achieving your set goal.

Last One Standing (600cp)
There are times when the world changes. Even though it is an occasional thing, miracles do occur when someone hollers. A miracle you can create, if only once a year, when you have exhausted all options available and are faced with insurmountable odds or an impossible enemy, fate and entropy shall twist to turn the tides on the favor of your survival. Perhaps the unexpected entrance of new allies, or the sudden appearance of a problem that takes your enemy's eyes from you. No matter the form it takes, be minor or major, it will be enough to give you a chance to survive… or make a counterattack, if you're feeling particularly fearless.

Researcher

Dr Doctor Doktor (100cp)
With all the 'techno magic' stuff popping out, the necessity of researchers capable of working with it has become increasingly apparent. Which suits you just fine, as you have the knowledge, experience and credentials of a top PhD in a scientific area of your choosing, credited by some big-name university. Aside from that, you have several research papers related to the Labyrinth Disease as well as the 'Magic' it brought upon humanity.

The Puppeteer (200cp)
While the so-called magicians risk their lives and use powers beyond humanity, people like you are the ones maintaining the power in the world. You're a master at maintaining soft power and forcing the rest to play by your rules, no matter the power they wield. Politics and economics still surpass the sheer brawn of the average magician, and you know how to make and maintain these kinds of systems, while assuring that you will stay on top.

Grand Architect (400cp)
A way to communicate with those inside a Labyrinth, a brainwashing sword that can save the infected girls, a Headphone Fuzz that works twice as fast as the others, a spell that grants speed superior to a God. Such creations can only come from a mind as twisted as its gifted, a mind like yours. You're a genius beyond compare, the magic you research is always miles ahead of the competition and you're even capable of create spells without the need to extract magic from a Labyrinth, effectively making it out of nowhere. There's no denying that you're one of the best in the world.

Hell of Miracles (600cp)
In the dark alleys frequented by the dregs of society, in the degenerate rooms where the rich gather, a certain rumor flies between the mouths of the wise – that the Labyrinth Disease was man-made, that scientists knew of it and played with forces outside their comprehension, and that Labyrinths can be created in labs. But what kind of devious and genius mind could understand such unholy knowledge? Yours, of course. You have crossed the boundary and learned the heretic information necessary to create the Labyrinth Disease, to control Labyrinths to varying degrees, and to force the powers behind it all into motion. It can work in other worlds. Just be careful to not bite more than you chew.

Equipment

One 100cp for free, and one of 200cp and 400cp discounted.

Smarterphone (100cp)
What amounts to a normal smartphone from the modern day. It's filled with random but useful information about organizations and people of importance that you will eventually cross paths with. Never runs out of battery or connection, for some reason, even in places like Labyrinths.

Corporate Sponsors (100cp)
Surviving this far in this line of work, not to mention the number of victories you have accumulated have finally given fruit in this number of corporations and organizations happy to throw money on your way so you can keep entering Labyrinths. They don't hold a grip on you but will always give you 'incentives' so you can keep exploring and offer any kind of favor you want to keep doing so. Although, if you start failing, these perks will diminish as well.

Jumper Laboratories (100cp)
Your own corporation, not the biggest ones around, but it has lots of potential – enough to rival Taikou Pharmaceuticals in a few years. It will grow even if left alone, hiring and managing itself towards acquiring everything it can. The true worth of it comes from its resources, as it gives you access to several labs around the country, money to fund your personal purviews and a convenient excuse for any strange technology that you might have around.

All-Purpose Workout (200cp)
Turns out that fighting fantasy-like monsters for a living while using magic with headphones needs a certain amount of physical prowess and martial expertise. These videos have exercise and routines designed to make even the most unfit NEET into the level of fitness of a functional soldier within three weeks (or less if their eating habits aren't a complete mess). Has further training for those that want to actually get in better shape.

Armband (200cp)
This bunch of armbands is something special. You can use them to register a group, in the armbands will appear a number of red stars equal to the number of members of that group. Each time someone in the group dies, the corresponding star will disappear from the armbands, effectively giving you a real time insight of how many are still alive.

Sample of Insanity (200cp)
The impossible remnants of an excursion to the eponymous Apocalypse Alice. While this collection of rocks and carcasses might seem like nothing, for a skilled and funded enough researcher, it could be what's needed to create a magic on par with the strongest labyrinth in the world.

Girl Killing Curriculum (400cp)
Once a month, you can contact this number, within a few minutes a whole group of mascaraed agents will appear and give you a five-hour course on a particular enemy or location you are going to attack. History, likes, dislikes, past traumas, dating history, parents, first crush, fears, physical and mental details, etc. It's a very throughout class that will teach you secrets not even they were aware of, although sometimes those that are paranoic or hyper prepared might manage to hide a secret or two from this.

Virtual Labyrinth (400cp)
A special room that imitates the insides of a Labyrinth with help of virtual reality and solid vision. It can be upped in difficulty until reaching the 'average' floor of a Level 100 labyrinth. Great for training, and after the jump ends it will become a warehouse attachment.

Extractor (400cp)
The necessary equipment to 'extract' the magic from the diseased girl. It takes around thirty minutes to fully take the components into the machine, time in which the infected girl will have to be alive but seized to ensure the process goes well – which is helped with the binds that also come alongside the package. It will work in other worlds to extract and analyze the magic of similar beings and let you reproduce some of its power.

<<Headphone Fuzz>>

The official name is the “Intra-Cerebral Magic Activator” but its commonly known as Headphone Fuzz, as it looks like a single headphone and has pretty much the same function – as it works by flooding the inside of a human brain with encoded sounds and vibrations, accessing the spiritual domain within and stimulating it with a particular rhythm to bring forth the spell.

Basically, they play short melodies that stimulate the brain and lets them activate the spell, usually the device’s activation is snapping fingers 3 times. Up to six magic songs can be loaded in a Headphone Fuzz, without counting the <Dive> and <Escape> ones.

For your own safety, you will be given a type of Headphone Fuzz depending on your Background, although you can buy more for ***100cp*** a piece. They can be upgraded and used in conjunction or as a catalyst with other types of magic you might have access to.

General Purpose Type 2 (Drop In)
Balanced, relatively cheap, and overall safe for use. The power output is also determined by the user's sensitivity to the song, and it’s geared towards the use of magic from lower-tier labyrinths, which means that they are weaker, but also easier to use and control. Puts very little strain in the mind of the user and can be used for extended periods of time without repercussion.

Manufactured Prototype (Mercenary)
Dangerous but useful, this Headphone Fuzz puts a large strain in the mind of the user and even burdens the body greatly. Because of that, it never entered production and only a few prototypes exist. The upside is that processes magic a lost faster than the commercial models and can even handle certain types of magic that are too dangerous to use with other models.

Special Use Type (Hunter)
The absolute best within the commercial adjustable ones. It has been modified a bit, so it fits your personal fighting style and the type of songs you’re most comfortable with, increasing their efficiency and speed by almost half. A piece of gear just for you, that has a bit of trouble when trying to process songs that are too different from your usual.

Modified General Purpose Type 1 (Researcher)
What better way to save on resources than to take a cheap model and upgrade it to its maximum potential? None, I bet. This model was made so it works no matter the spell or the user. Lower-tier magic gets buffed a bit, while

decreasing the burden of more powerful spells. An adaptable all-rounder way better than any in the market.

<<Spells>>

Formally known as the Diversionary Magic Spoils of Labyrinths, these are the spells installed in the Headphone Fuzz to use. They can be harvested from the Labyrinths with special equipment, they can be largely divided in Offensive, Defensive and Support types. Each of these 'Switches' costs 100cp, but you get a batch of 6 for free.

Acceleration Switch
From the Flash-Node Labyrinth, it's a massive acceleration boost that lasts for one second. However, the increase in speed is more than enough to sunder seventeen bolts of lighting in a large room before it ends.

Sea Moon Wheel Switch
Makes numerous transparent balls floating around, resembling jellyfish with water inside, and then start rotating furiously, spinning like circular saws will cut anything that touches them and inject a paralysis poison into the bloodstream.

Picnic Switch
A whimsical path-finding magic that is akin to taking a detour with a playful mood while heading to a destination and it turns out to be the safer route. Particularly good for navigating safely when time isn't an issue.

Thousand Deities Flash of Light switch
A large spear with a tip that rotates like a drill. When it hits something, the tip of the drill explodes together with a burst of light, but a new tip appears. And explodes. Appears. Explodes. Repeating the process in high speeds until whatever its on the ways gets obliterated.

Reverse-Force Switch
A heavy spell that makes so the forces in the targeted area will be reversed for an instant. Only an instant. But enough that you could manipulate even gravity at will to counter any attacker.

Incineration Switch
A mid-range magic that creates enough flames to fill a school corridor.

Slashing Maiden Switch
A minor speed boosting magic that also creates a flash of light right before slashing at the enemy to create a distraction.

Nine-Fold Switch
Takes the form of a Japanese sword and it can be used to counter nine attacks of any power.

Burning Bullet Switch
Lits the user's hands on flames that don't harm the user and bestow a boost to speed and reaction.

Self-Explode Switch
From the 'Magnetic Bomb 8' labyrinth. It's something that causes explosions to erupt from your entire body indiscriminately.

Time Difference Befuddling Switch
A magic of unknown origins that messes up with the sense of time of people and machinery in a designated area. Strong enough that it came make minutes into hours and the reverse for those affected by it.

Overprotective Switch
Takes the form of an eyeball as large as a rugby ball floating in the air. It's a spell designed to sense traps and ambushes at medium range.

Bamboo Grove Switch
A defensive spell that creates several green pillars appear before you to stop enemies and infect them with a green, sticky poison. The poison slows them down but can't kill them.

Spider Legs Switch
An AoE defensive type of magic, bringing forth, from the center of your hands, eight human-sized spider legs appear to create a barrier of threads in front of you and those nearby.

Penitence Severance Switch
Takes the form of a huge knife that packs a tremendous amount of destructive power, enough to destroy several walls in a labyrinth.

Intimate Switch
It allows you to know the locations of those deemed as friends. It only works if both parties consider the other a friend.

Demon Sword Switch
This magic will confer its magic to any object touched and transform it into a demon sword. The power that would be conferred is dependent on the nature of the object that is touched. One would not know what kind of power it is unless one tries it. For example, using it on a knife would make it as big as a sword while also allow the user to find the point where one can deal a fatal blow to the opponent with the strength of the sword.

Defensive Tyrant switch
This is a type of wide-area defensive magic that creates a large stream of water to defend against attacks.

Holy Sword Switch
A silver sword appears in my right hand. A shining sword clad in light, which is a fake portion of the sword. The real form is something shorter than the blade of a knife. The power of the Holy Sword switch is to show an illusion to the opponent who is stabbed by it and performs brainwashing on the opponent. It is a magic that could forcibly brainwash a diseased girl. To cut her heart away from the illness and save her as a result.

Wailing Summer Rain
Creates several gigantic arrows of light in the sky, usually between 30 and 50, to rain down on your enemies. Their explosive power is enough that each could annihilate a dozen enemies.

Companions

Import Companion (Free)
Loneliness is a hard thing to deal with, I don't want you to get all angsty in your stay here. You can, for free, import up to 8 companions in this world. They will receive 600cp to spent in perks or items and they are free to take drawback should they wish to expand that amount.

Canon Companion (100cp)
This place might be filled to the brim with broken people and sociopathic characters, but most of them are competent enough that I can't fault you for wanting to get some of them with you in your travels. For 100cp you can take anyone from the canon as a companion, as long as they agree to it and are still alive by the end. I will make sure that you have plenty of opportunities and circumstances to start a nice relationship, thought the grunt of the work is still in your plate.

Shake & Shake (Free)
Commonly known as 'Shanghai's Devil', this young girl is an infamous solo magician that works as mercenary and gun-for-hire. With hundreds of kills to her name and having cleared a 40 tier Labyrinth by her lonesome, there wasn't much that surprised her. That is, until she meets you in the middle of a mission. Someone untainted by the bizarre mentality that poisons the world, someone that lives in a way completely different from everyone else, someone that makes her feel like living instead of just surviving. She will find a way to worm herself into your life one way or another, her skills making her a most valuable asset in battle, even she prioritizes your survival over the mission. In her free time, she likes to stalk you and play karaoke.

Blood Angel (Free)
This deranged lunatic posing as a scientist is one of your main contacts and supporters. Meeting her was pure coincidence when you took down an organization that was also targeting her since she made a new improvement for Headphone Fuzz, ever since, she has followed you around. Despite her highly unethical and even evil experiments, she's still one of the best scientists and experts in magic in the world, giving you free maintenance and upgrades to your equipment, while also developing whatever kind of magic you need. She's a voluptuous and charming girl when hiding her crazy genius, and a surprisingly loyal companion to have. Seems to enjoy making ice cream and such desserts when not desecrating life itself for new magic.

Drawbacks

Fatal Fury (+100cp)
You have a weird phobia, maybe you're afraid of blood, terrified of heights, or razor edges make you anxious, etc. Something that would be kind of uncomfortable but tolerable in a normal life, but that become a huge weak point in battle. Try to not let your enemies know about this.

Idiot (+100cp)
It seems like your ability to plan for anything that doesn't have an immediate result has dropped considerably. You aren't dim, just that you can't seem to consider the consequences at medium or large terms. The kind of person that would touch the shiny thing in the middle of a labyrinth without considering it could be a trap. Hope you got some friends with some brains in them.

Sick and Homeless (+200cp)
Traveling here has weakened your immunologic system and left incredibly susceptible to getting all kinds of illnesses. Expect your stay here to be constant visits to the doctor between high fever and coughs. You can overcome this, but it will take a long time, a good diet, and plenty of rest.

Who Are We? (+200cp)
Seems that you took a bad hit of strange magic in a labyrinth and you're now amnesiac. Not fully, of course, but there are some big, noticeable gaps in your memory, some merely uncomfortable, others a making a bit difficult to pinpoint since when you know someone. These memory blanks will keep appearing in your mind and will slowly become bigger and bigger. This can be reversed, but don't expect it to be easy or fast.

Last Time In Jumpchain... (+300cp)
All the perks and items purchased from previous jumps are disabled for your stay here. Hope you can take this place with only what you got here and whatever you have managed to pick up in your journey so far.

An Open Back (+300cp)
Jumper, jumper, jumper… how come so many people keep on betraying you? At least half of the people you work with will stab you in the back at least once during your stay here. Worse of all, you will be unable to know who until it's too late. Companions won't be affected by this, at least.

Apocalypse Alice (+500cp)
You came late, far too late. Shinnosuke Arisu has been bamboozled by the monster wearing his sister's skin. The terror of the Apocalypse Alice has been set free in the world at large, with the monsters of the strongest labyrinth roaming free across the devastated earth. The future seems grim, and hope evades humanity. This is the choice you made.

Final Choice

I'm tired of this...
So, you want to go to your original world? What a bit disappointment you are, I can't believe it. Well, it can't be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don't think you can get back on this, you know!? I'm being serious! We're going to be done if you go through that door! Jumper!

This is where I belong
...Really? You want to stay in here? What? Why? We were having fun, weren't we?! There's no need to stop here, you know? I mean, why don't you try a few more worlds and then decide? Eh? Wait, don't ignore me!!

Further, I still want more.
Yay! That's what I wanted to hear! Let's go to the next adventure! I knew I could count on you, jumper!

Notes

>According to Momoka, being infected was being suddenly hijacked by something that looked like a devil and lose control of her body. Saki says something to the same extent over being infected and losing control over herself. Which is more or less confirmed with her being a different 'person'.

>About the Headphone Fuzz: Basically auto-casting headphone, they also tend to be used in the right ear for those that are rational while those more emotional use them in the left.

>Labyrinths are usually separated into Timed Labyrinths and Eternal Labyrinths. The former is lower-powered and have a few restrictions (like certain age-restrictions for those that want to enter) after a few hours they stabilize and become Eternal Labyrinths – increasing their danger up to tenfold, becoming several times larger, and losing the restrictions. Eternal Labyrinths are also assigned a code-name as well as a ranking to differentiate one from another. Apocalypse Alice is ranked 666 and the most dangerous in the world.

>It's stated that the Labyrinth Disease appeared around 10 years ago, although that makes little to no sense considering most character's backgrounds. So, it's either a lie about the 10 years, or it's like other Kagami works in which a lot of stuff had been brewing in the backstage before and the disease being already a thing and the narration just ignores it.

>Shinnosuke and Saki were hinted to live in a lab around the time of the Labyrinth Disease outbreak and that their family were experimenting on them. Same about how Shinnosuke managed to survive unscathed when Saki got infected while everyone and everything else in a 3km radius got consumed.

>Fanwank helps

>Made by Ricrod.