



The Observation of Haruhi Suzumiya
Official Fanbook

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Haruhi Suzumiya Chronological Episode Order

April: Entry into School After Golden Week	Kyon and Haruhi Meet Kyon and Haruhi begin to have conversations		
Middle of May	Haruhi declares her intent to make a club She captures the Literature Club's room Yuki Nagato becomes a member		
The Next Day	Mikuru Asahina is forcibly captured and becomes a member The club's name is made to be the SOS Brigade		
Different Days	Haruhi takes possession of a new model computer from the Computer Society president		
The Next Day	The SOS Brigade website is launched After school, Haruhi and Mikuru dress up as bunny girls and distribute flyers Itsuki Koizumi joins and the purpose of the Brigade is announced That night, Nagato tells Kyon her true identity Saturday of that week, they travel around the city Mikuru tells Kyon her true identity Monday, Koizumi tells Kyon his true identity Tuesday, Kyon gets attacked by Ryouko Asakura Wednesday, Mikuru (big) appears That evening, Koizumi takes Kyon into Closed Space The next night, <i>that happens</i>		
About 2 weeks later, during the beginning of June	The Brigade participates in the baseball tournament Tsuruya-san and Kyon's sister are introduced		
7/7	They celebrate Tanabata in the Literature Club's room	3 years ago 7/7 Approximately 20:00	Kyon arrives in the Literature Club's room Mikuru (big) appears Conversation with Mikuru (big) Kyon and Haruhi draw graffiti on East Middle School's grounds Calls himself John Smith "Cheers to saving the world by overloading it with fun with John Smith" was called out
In the middle of exam week	The SOS Brigade emblem is created	Approximately 21:00 Time travel with Mikuru	
The final day of exam week	Emiri Kimidori appears She asks to search for her boyfriend (Computer society president) The cave cricket appears	Approximately 21:30	
		Nagato freezes time	
The first day of summer vacation	The SOS Brigade goes on a trip Arakawa-san and Sonou Mori appear The Tamera brothers appear	Approximately 22:00	Head to Nagato's apartment Head to Nagato's apartment again Restoration program received
8/17	Haruhi calls and they go to the pool	15497 loops occur	Time travel with Mikuru (Big)
On the 15,498th loop 8/31	They gather at Kyon's house to do homework		
Middle of October	Sports Festival		
Middle of November	The filming of the movie starts Shamisen appears		
Last third of November	Culture Festival occurs <i>The Adventures of Mikuru Asahina Episode 00</i> is shown Haruhi and Nagato assist a band play		
	Showdown with the Computer Society The Computer Society president conforms to being an SOS Brigade member		
12/16	Christmas party plans are made	The world after it changed	Kyon tries to use the restoration program Kyon blacks out after being stabbed by Ryouko Asakura Kyon notices Haruhi is absent Ryouko Asakura appears Kyon has weird encounters with Mikuru and Nagato Kyon finds Nagato's message Kyon finds Haruhi and Koizumi
12/18 Around 04:18	Kyon and Mikuru (big) arrive at North High	12/18 Around 4:23	
12/18 Around 04:23	Nagato changes the world	At School	
12/18 Around 12:00	Kyon falls down the stairs and hits his head?		
12/21	Kyon wakes up in the hospital		
12/24	Christmas part in the Literature Club's room		
After Christmas	The SOS Brigade goes to watch an American football game		
12/30	The SOS Brigade winter trip; the Brigade is stranded on the first day		
12/31	2nd Koizumi mystery game		
1/2	Kyon, Nagato, and Mikuru meet	Go to the past Use the Restoration Program	
Middle of January	Kyon and Mikuru go on a date		
2/3	The Brigade throws beans		
2/7 Approximately 15:45	Mikuru from 8 days in the future appears		

Uses the Emergency Escape Program to return to 3 years ago - before the world was changed

2/8	The empty can prank is performed	
2/10	They go to the mountain and move the stone right	
2/11	The SOS Brigade goes on a treasure hunt	
2/12	The first SOS Brigade Mystery Searching Trip of the year During the search for the chip, the mysterious time traveler appears	
2/13	The second and third SOS Brigade Mystery Searching Trip of the new year They threw the turtle into the river Mikuru is kidnapped by an agency opposing the "Organization" Mysterious girl appears Arakawa and Mori use their power to rescue Mikuru	
2/14	Treasure hunting again Another conversation with Mikuru (big)	Mikuru returns to her proper time
2/15	The pot from 300 years ago is found on the mountain Kyon sends Mikuru to 8 days ago	
Approximately 16:15		
Approximately 16:16		
3rd Semester	Nagato is summoned by the student council president The Literature Club bulletin is started	
The first part of March	Sports Tournament	

Spring Break – New School Year

Episode Publication order

Title	Publication Date	Volume Published in
<i>The Boredom of Haruhi Suzumiya</i>	<i>The Sneaker</i> 2003/06 edition	<i>Boredom</i>
<i>The Melancholy of Haruhi Suzumiya</i>	2003/06	<i>Melancholy</i>
<i>Bamboo Leaf Rhapsody</i>	<i>The Sneaker</i> 2003/08 edition	<i>Boredom</i>
<i>Mysterique Sign</i>	<i>The Sneaker</i> 2003/10 edition	<i>Boredom</i>
<i>The Sigh of Haruhi Suzumiya</i>	2003/10	<i>Sigh</i>
<i>Endless Eight</i>	<i>The Sneaker</i> 2003/12 edition	<i>Rampage</i>
<i>Lone Island Syndrome</i>	Specially written 2004/01	<i>Boredom</i>
<i>The Adventures of Mikuru Asahina Episode 00</i>	<i>The Sneaker</i> 2004/02 edition	<i>Wavering</i>
<i>The Day of Sagittarius</i>	<i>The Sneaker</i> 2004/04-06 editions	<i>Rampage</i>
<i>The Disappearance of Haruhi Suzumiya</i>	2004/08	<i>Disappearance</i>
<i>Love at First Sight</i>	<i>The Sneaker</i> 2004/10 edition	<i>Wavering</i>
<i>Snow Mountain Syndrome</i>	Specially written 2004/10	<i>Rampage</i>
<i>Live a Live</i>	<i>The Sneaker</i> 2004/12 edition	<i>Wavering</i>
<i>The Melancholy of Mikuru Asahina</i>	<i>The Sneaker</i> 2005/02 edition	<i>Wavering</i>
<i>Where Did the Cat Go?</i>	Specially written 2005/04	<i>Wavering</i>
<i>Editor in Chief ☆Straight Ahead!</i>	<i>The Sneaker</i> 2005/06-08-10-12 editions	<i>Indignation</i>
<i>The Intrigues of Haruhi Suzumiya</i>	2005/09	<i>Intrigues</i>
<i>Wandering Shadow</i>	<i>The Sneaker</i> 2006/02-04 editions	<i>Indignation</i>

This timeline only covers volumes 1-8 (*Melancholy-Indignation*). Volume 9 was released on 2007/04 and volumes 10/11 were released on 2011/05. They take place in the new school year, thus *The Sneaker* omitted their stories from the timeline (as well as to avoid spoilers). Colors from the "Volume Published in" column reflect the month/date that is mentioned in the timeline above.



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Chapter 1

Character Introduction

This chapter has an introduction to the *Haruhi Suzumiya* characters, famous scenes, and noteworthy lines to review. Included are rough designs and an explanation of related terms. It's a must see!



History

"And so we met. I deeply hope that it was mere coincidence."

The series' protagonist. He was absolutely shocked when Haruhi Suzumiya began her self-introduction speech to class 1-5 after enrolling in North High. His. Then his luck ran dry when he unintentionally began talking to her. He's been living with extraordinary beings every day since he enrolled in the SOS Brigade.

The SOS Brigade's only untitled member. He designed the Brigade's website and batted fourth and played second before relief pitching in the baseball tournament. His wishes on Tanabata were "Fork over money." and "Give me a house with a garden so I can wash my dog." He was the odd jobs man during the shooting of the SOS Brigade film *The Adventures of Mikuru Asahina: Episode 00*. He wrote a love story for the Literature Club's newsletter. He doesn't have much interest in grades and is part of the

lunch box club. He lives with his parents and sister as well as a calico cat, Shamisen. His weakness: ponytails. Glasses do nothing for him.

He's an ordinary person, yet Haruhi chose him among aliens, time travelers, and espers. He also traveled back in time with Mikuru Asahina to three years ago and met the middle school freshman Haruhi. He moved up to class 5 again with Haruhi.

"That's why I'm SOS Brigade member #1!"

Kyon's Power



"I can assure you, you possess no special abilities. You are an ordinary human." You could say he's quite "common." Kyon is the SOS Brigade's normal human member. He's been in many deadlocked situations that he's able to predict many of Haruhi's actions. He doesn't have anything special about him, yet why is he a Brigade member? Kyon is "Haruhi's chosen" ordinary guy. That's the key to controlling Haruhi's power for sure. Thus aliens, time travelers, and espers have begun approaching him. Will the future of mankind ride with him....or maybe not.

Kyon's Nature

Kyon's favorite phrase, "Good Grief", actually came from Sasaki in middle school. Deriding himself, looking for truth, or just philosophical, please forgive our protagonist. He's been wrapped up in this against his will. He first wanted to play a supporting role when he entered high school, but he got entangled in the formation of the SOS Brigade by Haruhi and realized his true feelings.

"Was that abnormal school lifestyle fun for you?" After realizing that, Kyon embraced that abnormality. In addition, Kyon is a nickname derived by his aunt from his real name. That name is "somehow noble, giving off a grand image." (from Sasaki)



Records of friendships inside the SOS Brigade

Kyon and Haruhi Suzumiya



Being a good listener, Kyon is Haruhi's greatest supporter

After listening to Haruhi's grand self-introduction, Kyon began talking to her and their relationship started. When the SOS Brigade formed, Kyon was the first member. When given the chance to disband the group as Haruhi disappeared, Kyon realized he enjoyed the abnormal school lifestyle. Since he likes ponytails, then Haruhi wearing one.... Let's just stop there.

Kyon and Itsuki Koizumi

Male bonding has created a good friendship....right?

Being the only two guys in the SOS Brigade, they serve as Haruhi's secret attendants. When Kyon raised his fist to strike Haruhi, Koizumi instantly grabbed his wrist and pulled the brakes. Again, during the Snow Mountain incident, Koizumi admitted he would betray the "Organization" and support Kyon if it ever came to pass. While he's annoyed by Koizumi's handsome face, Kyon's grown to trust his perception.



Famous scenes



"What is that? It sure is big. A monster? It isn't a mirage, right?" - *Melancholy* pg. 279 (JP) 186 (ENG)

Kyon and Haruhi have traveled to a new space and time. Haruhi is greatly enjoying the events around her once she discovers the giant blue <Celestial>s. Koizumi suggests that Haruhi is finally sick of the real world and has created this one. Kyon acts on the hints that Mikuru and Nagato gave him and does something bold!

"Will you join me.....?" - *Astonishment (First part)* pg. 36 (JP) 28 (FAN)

There's no mistake that the cause of Nagato's illness is Kuyou Suou. Knowing this, Kyon dashes out to find her. And then, as if waiting for him, she appears in front of him. She states "What I wanted to know about...was you..." As this being that transcends human capacity grows closer, an unexpected character breaks into this space.



Rough design



Since he's supposed to be the serious person in this work, Kyon has this "Good Grief" motif on his face. Incidentally, he wears his uniform quite loosely.

The most important word for Kyon: John Smith

When Mikuru guided him to three years ago Kyon gave his name as "John Smith" to the hyperactive middle schooler version of Haruhi. The first time they met, they drew on the school grounds together. The second time Kyon called out to her saying "Cheers to saving the world by overloading it with fun with John Smith!" This "John Smith" was the turning point for Haruhi. Thus Kyon hasn't revealed his identity to Haruhi. It's his one trump card. "John Smith" is an incredibly common foreign name like Tarou Yamahei in Japan. The protagonist in Jean Webster's "Daddy Long-Legs" also had a mysterious "John Smith."



History

"The SOS Brigade's activities? To find aliens, time travelers, and espers and have fun with them!

You can feel her strong will bursting from those dark eyes, highlighted by her long eyelashes as her light pink lips push together. When she entered high school, she couldn't find one suitable club. Thus after Kyon spoke one day, she created the SOS Brigade. (Save the world by Overloading it with fun: Haruhi Suzumiya's Brigade)

She's powerful by any measure. The lead-off batter and pitcher at the baseball tournament. Wishes of "I want the world to revolve around me" and "I wish the world would rotate backwards" on Tanabata. Taking over the roles of "Executive Supervisor"/"Executive Director"/"Direction"/"Scenario" for the

movie as well as "Editor-in-Chief" for the Literature Club's bulletin. Incredibly good at sports and, not to mention, she's one of the top ten in the year academically while not taking classes seriously.

But that girl has an "ability to make wishes come true." She's an equivalent to a god according to aliens, time travelers, and espers. But she herself doesn't know it and when asked about it...

"Are you an idiot? There's no way things would just happen like that, is there?"

Haruhi's power



"Fire a beam from your eye!" Haruhi shouted and indeed Mikuru fired a photon laser from her eye. She wanted sakura petals in a shot and cherry trees bloomed in autumn. She didn't want summer vacation to end; it repeated 15,498 times. Haruhi simply has the power to unconsciously make her desires come true. But, when stressed, she'll make closed spaces, which have the potential to rebuild the world. But she herself doesn't realize it. Not knowing, aliens, time travelers, and espers came around her. Is this Haruhi's wish....

Haruhi's Nature

Highly stressful and expressedly arrogant to the bitter end. Able to handle anything with ease yet hating to lose gambles, but more than anything this girl hates being bored. In middle school she was called eccentric, yet she got asked out several times by guys. The longest lasted a week with the shortest ending five minutes after a confession. She continued to be isolated in North High after changing her hairstyle every day. However she began to open up after she met Kyon and the SOS Brigade members. In March of her first year she helped lead the class to victory in the athletic competitions by cooperating with her class.



Records of friendships inside the SOS Brigade

Haruhi Suzumiya and Yuki Nagato



An amazing character, but I want to protect her...

"That's to be expected of Yuki! She's the most capable member of the SOS Brigade after all," says Haruhi as she strangely relies on Yuki. On the other hand she comments "Yuki's the quiet, obedient type of girl, she's bound to get fooled," as her face shows worry for Yuki. She also showed rage against the student council president's actions against the Literature Club and went daily to her apartment when Nagato was absent from school.

Haruhi Suzumiya and Mikuru Asahina

She's my upperclassman, but such a cute mascot!!!

"She's so small, yet look. Her breasts are bigger than mine," and then she grabbed Mikuru's breasts. At first Mikuru was nothing more than Haruhi's toy. Dressing her up in many outfits and even having her tossed into a pond for the movie were some of the things she did to her. But slowly their relationship deepened as Haruhi now respects Mikuru's rights. Now she admires her as the SOS Brigade's assistant secretary and maid.



Famous Scenes



"So I figured I would change myself in middle school." - *Melancholy* pg. 226 (JP)/ 150 (ENG)

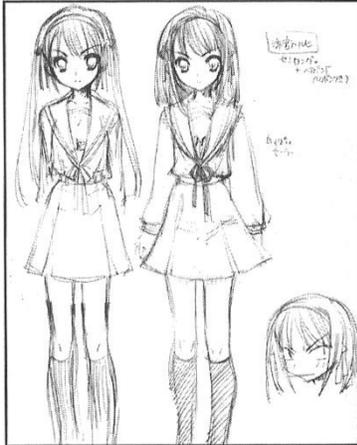
As Haruhi and Kyon head home, she begins talking. "Have you ever realized how insignificant your existence is on this planet?" When she was in sixth grade, she went to a baseball game with her family. After seeing the people at the stadium she realized nothing around her was special. Thus she began to change... this is the point where her view of life changed.

"It's actually difficult to tie a ponytail correctly." - *Disappearance* pg. 140 (JP)/98 (ENG)

"Actually, ponytails turn me on," was once said by Kyon. Keeping that in mind, he watched as Haruhi tied her hair into one (quickly at that too!). It may be a changed world, but for some reason Haruhi abided by Kyon's request to tie her long hair into a ponytail. This famous scene took place outside by a fence as Haruhi is cutely not as angry at Kyon's words as it may seem.



Rough Design



At first Haruhi had long hair down to her waist which changed every day until Kyon mentioned something and she immediately cut it. Thus the second version is what was left. In the lower right Haruhi is comedically angry for some reason. Is this the most often face Kyon sees?

The most important word for Haruhi Suzumiya:
"I am here"

Haruhi often searched for strange things in middle school too. Thus she went onto the grounds of East Middle on the night of Tanabata to write graffiti. It even made the newspaper this time. According to Nagato, the design meant "I am here." Haruhi somehow meant to send this message throughout the universe. The person who helped her was John Smith (actually Kyon from the future). This was also the year that the "data flare", "time fault", and "awakening of the espers" took place. The Integrated Data Thought Entity views Haruhi as having "hidden potential for auto evolution," the time travelers; "the source of the time warp," and finally, the "Organization" sees her as "a god-like being that can alter the world as she wishes."



History

"She doesn't care as long as she can read apparently. I suppose you could call her an oddball."

The only member of the literature club, thus the president. She enrolled in the club to occupy the room so Haruhi could have it. Short hair, light skin, and an emotionless face similar to some type of mysterious system. According to Haruhi, "She's the SOS Brigade's indispensable reticent character." She wore glasses until Kyon said "I'm not really a glasses man" after an event and then she stopped. She batted third and played centerfield during the baseball tournament. Her wishes on Tanabata were "Harmony" and "Reform." During the independent film for the culture festival, she donned a black cape and pointed hat to play the role of an evil alien witch. She also told fortunes during the festival. For the literature club bulletin she wrote a fantasy horror piece. Playing guitar with incredible technique, hacking computers with the best of them, taking first in the hundred poems recitation, and placing second in the long marathon race, she's an all-purpose utility character. Incidentally, she has a huge appetite.

In reality she is an organic humanoid interface lifeform created by the Integrated Data Thought Entity for human contact. Her purpose is to observe Haruhi Suzumiya.

"yuki.n>i will not allow them to harm you or haruhi suzumiya"

Nagato's Power



Nagato possesses data manipulation powers that are far beyond what science or magic could ever state at a rate one would perceive as magic itself. She can alter a bat to hit home runs, freeze time inside of a room, and inject nanomachines into people. Nagato can cope with any trouble the SOS Brigade finds itself in. Thus Kyon grows to rely on Nagato's power. However, that's why she changed it....If it's Nagato, she can use Haruhi's desire realizing ability to change the world itself.

Nagato's Nature

A waiting girl. It's not possible to look at her and know what she's thinking. Created when Haruhi was a first year in middle school, Nagato at first had no sign of emotions nor an interesting appearance. She repeated summer vacation 15,498 times, nearly 594 years, and still continued to observe Haruhi. Those actions with Haruhi and Kyon soon accumulated errors in her and she found herself performing strange actions. But Kyon knows the source of the errors - "You see Nagato, you've learned to feel." While she's one terminal of the Integrated Data Thought Entity, she acted of her own will.



Records of Friendships within the SOS Brigade

Nagato and Kyon



Giving existence as something other than a terminal

Existing as one terminal of the Integrated Data Thought Entity, human emotions sprouted from her, perhaps during the time of the SOS Brigade mystery patrols. Nagato considers the time Kyon made her a library card to be an important memory. It appears Kyon and Mikuru (who already realized it) brought it to her attention after the *Disappearance* event.

Nagato and Haruhi

From an observation target to a protector

Nagato's goal of observing Haruhi is not over. However during the various experiences with the SOS Brigade, she's changed inside. She used Haruhi's power to create world where Haruhi was not there. In that world, she was a normal girl who got close to Kyon... However, after the changes ended, she promised to protect Haruhi.



Famous Scenes



"You are probably the key to Haruhi Suzumiya." - *Melancholy* pg. 134 (JP)/80 (ENG)

After joining the SOS Brigade, Nagato invited Kyon over and told him that she was "a humanoid interface created to make contact with organic life forms by the Integrated Data Thought Entity." When asked why he was told she replied "You were chosen by Haruhi Suzumiya." Needless to say, Kyon was bewildered why he would be chosen. At that time, Kyon couldn't understand the conversation.....

"The actions of the computer club are what would be considered cheating." - *Rampage* pg. 159 (JP)/110 (ENG)

The SOS Brigade would battle in a game with the computer club. Kyon said "For once, all cosmic stuff, future stuff, or ESP is off limits." However, during the match, Nagato found the computer club cheating. At that time, Kyon saw a determined look on her face. Mikuru and Koizumi also noticed this humanized appearance.



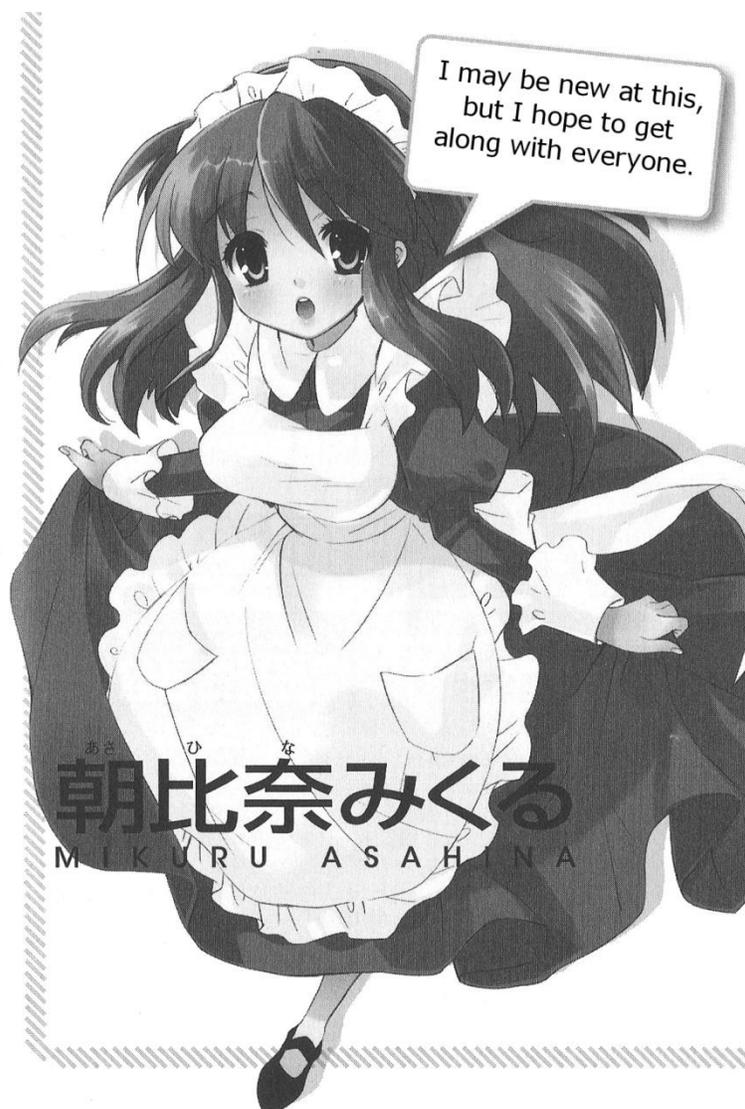
Rough Design



Nagato's first design was always wearing glasses and wearing her cardigan. Haruhi and Mikuru wore theirs, but not as much as Nagato. She even wears it on holidays off with the SOS Brigade. In winter, she simply adds a duffel coat.

The most important word for Yuki Nagato: Integrated Data Thought Entity

A data lifeform that spreads throughout the entire universe and possesses an incredible amount of intelligence. It evolved through the universe's expansion while collecting data. However, it did not possess the ability for self-evolution. They (?) noticed a flare of data coming from the region of a bow-shaped archipelago on this planet. At the center was the first year middle schooler Haruhi. One part of the Integrated Data Thought Entity recognized the chance for self-evolution. Not being able to directly contact organic lifeforms, the Integrated Data Thought Entity created Nagato to observe Haruhi. However, the scattering of sociability traits between Nagato, Asakura, and Kimidori are a mystery.



History

"In every story where something strange happens, there's always an alluring , Lolita-looking character present!" was said by Haruhi as she tugged the angel of North High into the clubroom. Short, baby-faced, yet with the figure of a woman. Her puppy dog eyes gazes at you while her chestnut locks hung loose behind her.

The person in charge of the SOS Brigade's tea. Haruhi insisted on her wearing a maid outfit, so she wears it while checking the water and flavor of tea every day. Played right field and batted second in the baseball tournament. Her wishes on Tanabata: "I wish to get better at sewing" and "I wish to get better at cooking." She starred in the SOS Brigade film as the lead actress and served as a waitress in her class's Yakisoba café during the culture festival. Her story for the Literature Club's bulletin: fairy tale. Finally, after the big "Handmade Chocolate Lottery" on Valentine's day, she was promoted to SOS Brigade Assistant Leader.

In reality she came from the future to observe Haruhi. She cannot say anything to past people about the future. If Kyon asks her anything about the future...

"Please tell me your real age." "Classified Information."

Mikuru's Power



Naturally, people who travel back in time are supposed to know a lot about the time period they travel to. However, Mikuru arrived in the past without knowing much at all. She receives instructions from the future and acts on them.

Whenever details need to be disclosed, Mikuru Asahina (big) comes from a further future and helps Kyon and her younger self. She helps guide Kyon with messages and advice from the future about the present time. Koizumi has told Kyon to consider the possibility that she was sent as a lure to win over people in the past

Mikuru's Nature

Coming from a distant future, Mikuru is somewhat like a princess. She truly tries her best in everything she does. She was part of the calligraphy club before she was pulled into the SOS Brigade. Even though Haruhi may bring her to tears and dismay, she bravely moves forward. Because she's powerless and knows nothing about this time, she follows any instructions she gets from the future. We don't know why she came from the future but we assume that this period helps develop her into Mikuru (big). Mikuru (big) is like Mikuru (small), but with a little bit more playfulness to her.



Relationships within the SOS Brigade

Mikuru and Yuki Nagato



A relationship where they're just a little aware of each other

A person can't look at an alien and not feel inferior. Mikuru told Kyon that when Nagato unexpectedly housed her she could feel her looking at her. Nagato also might be aware of Mikuru's attention.... maybe? Well, this is all coming from Mikuru. Kyon doesn't know Nagato's true feelings.

Mikuru and Tsuruya-san

Mikuru's awfully trustworthy protector

The SOS Brigade's honorary advisor, Tsuruya-san is Mikuru's classmate. She first became known to the Brigade when Mikuru brought her along to the baseball tournament. Tsuruya-san is faintly aware of what Mikuru really is, but she just hangs out with a smile. She'll help out Mikuru when she's troubled. Even if she learns her secret, these two will still have a solid friendship.



Famous Scenes



"Mikuru-chan, try saying it."

"...Mi,Mi,Mi, Mikuru Beam!" - *Sigh* pg. 128 (JP)/91 (ENG)

Mikuru was tasked as the heroine for the SOS Brigade's independent film. Haruhi, as "Super Producer," brought a color contact and directed Mikuru to fire a beam. Shyly saying those words and posing as best she could, Mikuru shouted those words...and then a real beam (An invisible coherent light possessing a high level of directivity) came out from her eye. A death ray from such cute acting was a shocking scene!

"Whatever you're trying to say, I understand." - *Wavering* pg. 289 (JP)/173 (FAN)

She doesn't know what they mean, yet she still continues to obey her orders. That combined with a lack of powers brings Mikuru to tears. Kyon tries to comfort her by telling her how her older version has helped them out in the past and how the present her is important in the future.... but he can't say how. Mikuru guesses his intention and smiles back. Mutual intent makes such a lovely relationship.



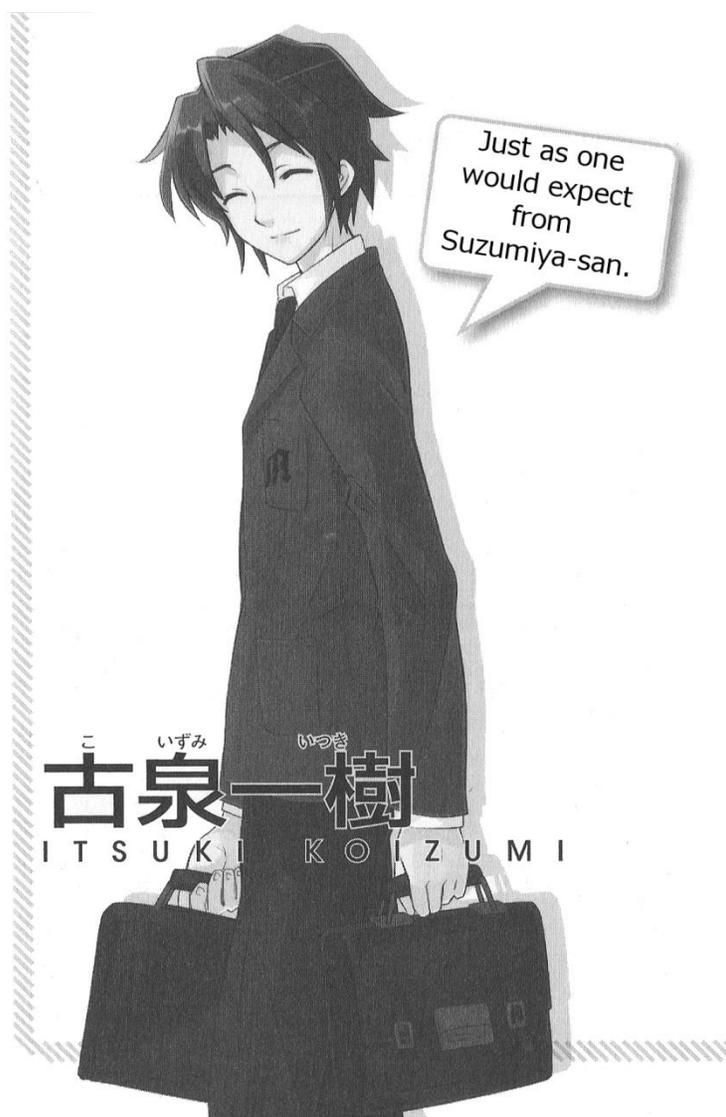
Rough Design



Early designs had her in maid and bunny girl outfits. Incidentally, the uniform design is a re-take from the editor. They wished to fluff out her chest some more.

The most important word for Mikuru Asahina: TPDD

Aka: time machine. It's something like a time machine inside a time traveler's head. It's used to travel from the future to the past and back, but it carries a risk of destroying existing time. For that reason use is severely restricted to needing many people's permission to travel. According to the time travelers, time is "a sequence of still frames" that have little gaps between their planes, but not continuous. Due to use of the TPDD, the time traveler's primary role is to repair the time plane. But Mikuru is an exception. Since Haruhi was a first year in middle school, she created a time quake that prevents time travelers from going further past. Thus Mikuru was sent back from the past to observe Haruhi.



History

"Survey says that a student who transfers in halfway through the year is practically guaranteed to be mysterious!" And so Haruhi brought along a refreshing sporty young man to the SOS Brigade clubroom. And then he immediately agreed to join the Brigade. Since he's in the Sciences class, 1-9, he must be really smart. Arranging the SOS Brigade summer holiday at a deserted island made Haruhi bump up his rank to Deputy Brigade Chief. Batted 6th and played catcher during the baseball tournament. His wishes on Tanabata were "The world at peace" and "The peace and prosperity of my family." He played as an esper in the SOS Brigade independent film and as Guildenstern in his class's portrayal of Shakespeare's "Hamlet" during the culture festival. He not only organized the mystery game during the SOS Brigade's winter camp, but he also wrote a mystery story for the Literature Club's bulletin. While he's a fan of board games and brings quite a few, his talent doesn't match his enthusiasm.

His real form is that of an esper whose powers were awakened by Haruhi. When Haruhi creates Closed Spaces, he can transform into a red sphere and fight <Celestial>s. While he acts to prevent Haruhi from creating Closed Spaces, he seems to be enjoying fighting as well.

"I may be a member of the "Organization", but I am first and foremost the deputy brigade chief of the SOS Brigade."

Koizumi's Power



Koizumi states that if Haruhi's created Closed Spaces are like acne, then he is the acne medication. That's why his esper powers only work there. In order to mince <Celestial>s, he can transform into a red sphere and fly like a laser in the sky inside Closed Space. Once they're destroyed, Closed Space collapses. Espers can sense when it occurs and can go inside. When he's busy with SOS Brigade activities, the "Organization" will get in touch with Koizumi if Closed Space breaks out.

Koizumi's Nature

At first glance he's calm, cool, and harmless. Koizumi is always smiling and responding positively to Haruhi's speeches. "My present image fits perfectly with how Suzumiya-san would imagine me to be," suggesting that he intentionally changed his personality for her. All he wants is what Haruhi wants. He's handsome, yet he still held his plans open for the SOS Brigade on Christmas Eve. In *Disappearance's* changed world, he was by Haruhi's side at Kouyouen Academy because "[he's] attracted to Suzumiya-san." Was he serious? Was he joking? As usual, those words of his are a mystery.



Relationships inside the SOS Brigade

Koizumi and Kyon



My buddy only talks sarcastically and cynically.

"It is after all very tiring trying to talk courteously to a classmate all the time." Koizumi told Kyon once. Kyon can be relatively frank with his intentions compared to Koizumi. With things relating to Haruhi, Koizumi handles the Closed Spaces and Kyon handles the real world. Somehow these two were assigned these roles in collusion with each other, yet they seem to enjoy it. But there's more than meets the eye...

Koizumi and Haruhi Suzumiya

Because she's our loveable Brigade Chief...

Even though she wouldn't believe him, she gave Koizumi esper powers like she made aliens and time travelers. Therefore he tries to maintain the status quo of the world in regards to Haruhi. But that doesn't mean he doesn't like Haruhi's praise for his mystery game plans. While he's not separate from the "Organization," he still finds Haruhi to be a loveable character.



Famous Scenes



"I hope that Suzumiya-san never learns about it." - *Sigh* pg. 256 (JP)/183 (ENG)

Koizumi, along with Nagato and Mikuru, each tells Kyon their beliefs concerning Haruhi's power. When Kyon is confused, Koizumi shows up and talks about the underground battles. There seems to be a great number of organizations revolving around Haruhi's powers. Though it doesn't concern Haruhi, he doesn't want to cause her grief. But why did he tell Kyon? Maybe he wants to share his difficulties with him...

"You are right, I am really feeling fatigued." - *Dissassociation* pg. 50 (JP)/31 (FAN)

When Haruhi's mental state is unstable, she creates Closed Spaces and keeps Koizumi busy. During April of their second year in high school, more Closed Spaces have been forming and Koizumi knows the cause. But Kyon doesn't appear to know the perpetrator. Koizumi asks if Kyon has any memories of their final day of spring vacation... Is Koizumi amazed that Kyon can't understand the subtleties of a girl's heart?



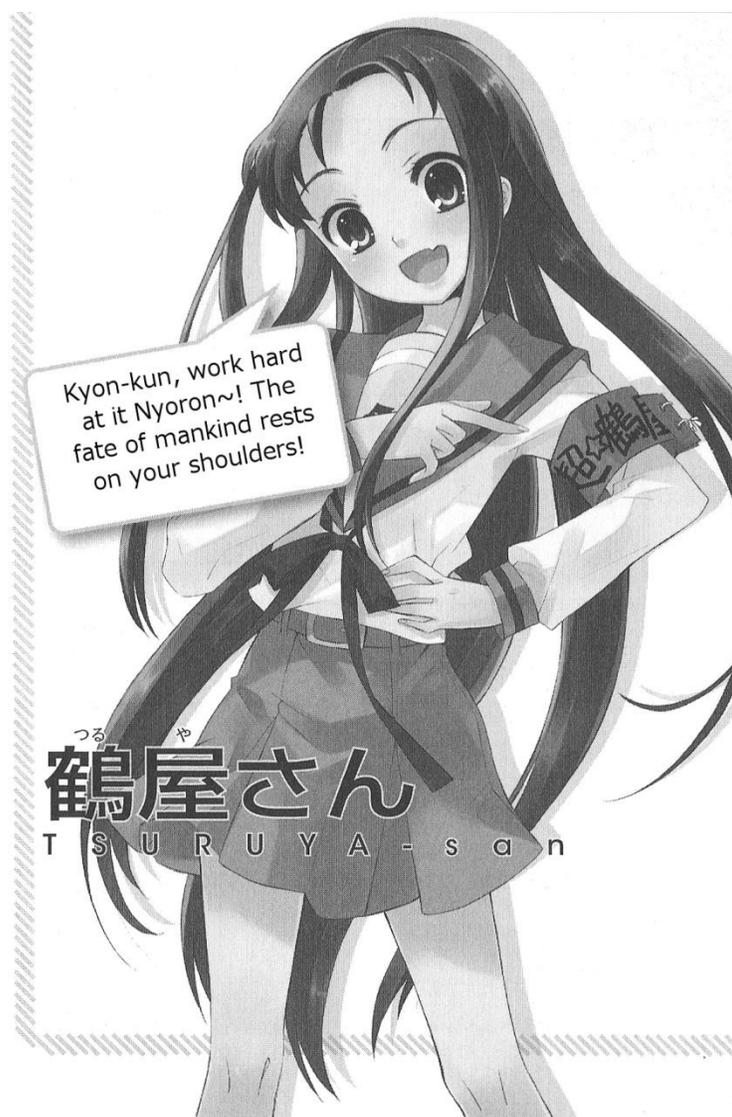
Rough Design



Koizumi defaults to a refreshing smile (especially compared to Kyon). He has long bangs, so therefore his looks make him a cool guy. Though they wear the same blazer, he's the type to pay more attention to it than Kyon.

The most important word for Itsuki Koizumi: "Organization"

An organization that espers belong to. Though it appears there's only ten espers in the world, the number of "Organization" members is unknown. Since formation, their primary role has been to observe Haruhi. There were even agents (with the exception of Koizumi) that snuck into North High for that reason. It's supposed that the upper ranks of the "Organization" was formed 3/4 years ago when Haruhi was a first year in middle school. They believe that this world is something like a dream to Haruhi, who can alter it as she wishes. The "Organization" treats Haruhi as an incomplete god and thus acts in secret so she is not displeased. But not all espers are part of the "Organization." There are other groups that oppose them.



History

With long hair and a slender body, her looks are top notch except for that white tooth that sticks out when she's laughing heavily. When the tension rises, she'll take the conversation in a somewhat weird direction. She's Mikuru's classmate "from this age." She's quite talented academically and has an easygoing personality, but she won't fear to repel strange people getting close to Mikuru with signs of an old fighting style.

She's very cooperative with the SOS Brigade. She batted 8th and played third at the baseball tournament and played an extra in the movie. Her short story "Hard Cheese! The Tragedy of Boy N" was a hit and made everyone who read the Literature Club's bulletin laugh, thus showing literary talent as well. Kyon thinks she may be a genius.

Her giant mansion home happens to be on the verge of a forest. Also near this super ojou-sama is her own mountain too. For lending her winter villa to the SOS Brigade's winter camping trip, Haruhi gave her an armband that said "Honorary Advisor."

Her family is a sponsor of Koizumi's "Organization" and Tsuruya-san herself suspects something weird about Haruhi, Nagato, and Mikuru. But she's content to sit back and watch the SOS Brigade... something like a sponsor would do.

Famous Scenes



"Whoa, Koizumi-kun! Looking sharp today." - *Sigh* pg. 156 (JP)/112 (ENG)

Tsuruya-san came as an "extra" during the filming of the SOS Brigade's independent film and quickly fired many questions towards Kyon. Though she had helped the Brigade earlier chronologically with the baseball tournament, this is the first scene with an illustration of her. At this time she called Haruhi "Suzumiya-san" and Nagato "Yuki-chan." Afterwards, that would be "Haru-nyan" and "Yukiiko."

"Do you want a skiing lesson, a snowman session, or a sled ride?" - *Rampage* pg. 219 (JP)/153 (ENG)

Tsuruya-san invited the Brigade to her winter villa. However Kyon's sister caught him before he could leave and thus his sister tagged along. When skiing, a problem surfaced. Haruhi wanted to go on the most difficult course (taking Mikuru and Kyon along as well) but that's a bit challenging for an elementary schooler... so Tsuruya-san decided to take care of her and they started to make a snowman. It was an open-minded moment for Tsuruya-san.



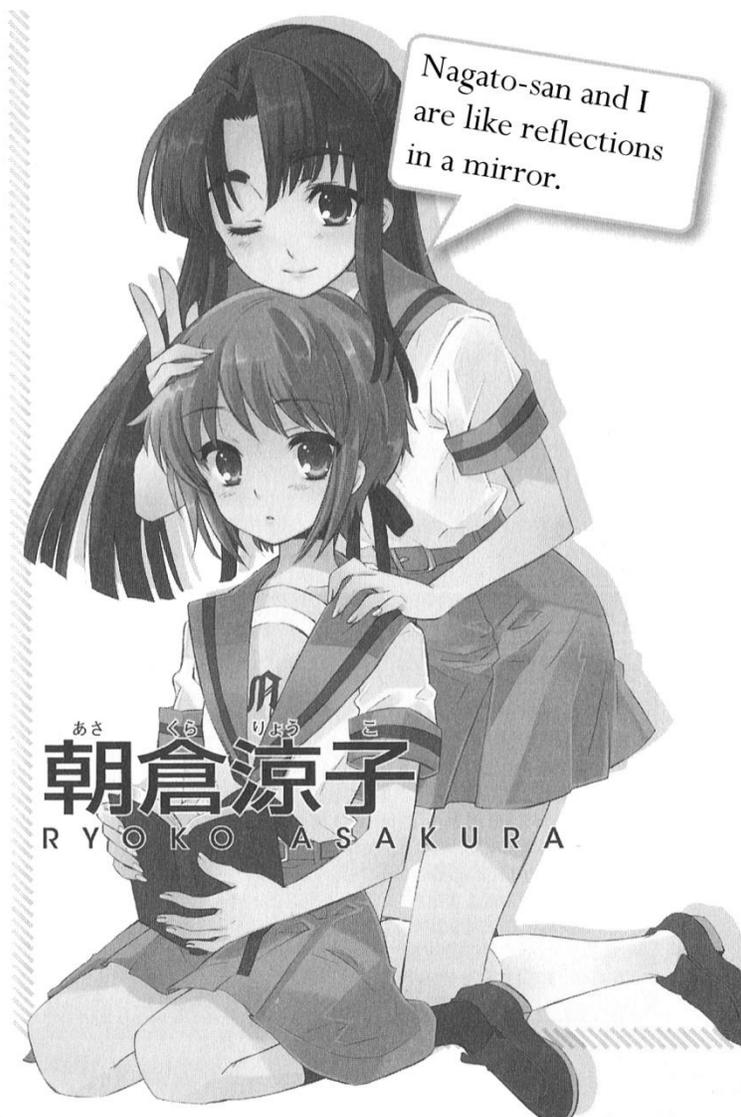
Rough Design



This is not the first design of Tsuruya-san. This is a rough sketch of the time in *Intrigues* when Kyon and Mikuru went to visit the Tsuruya household and she wore casual clothing. There wasn't an illustration of her in the book, only the phrase "casual civilian kimono," and so this is a design of how it would appear. Nice black tights.

The most important word for Tsuruya-san: Fusaemon Tsuruya

The Tsuruya family can trace its history back several hundred years. As Tsuruya-san is the next head, Fusaemon was her ancestor. He wrote the treasure map that Tsuruya-san gave to Haruhi, who then led a treasure hunting trip to Tsuruya mountain. Eventually the SOS Brigade didn't find anything, but that was due to Kyon moving it to the right beforehand from Mikuru (big)'s instructions. Afterwards he told Tsuruya-san to dig in the correct spot where there was a three hundred year old pot. Inside was something that should've been technologically impossible for the people of that time to create. Fusaemon wrote "I felt a bit uneasy after obtaining such a strange object, so I decided to bury it." This strange artifact is now under secure protection at the Tsuruya household.



History

"We were fortunate enough to be put into the same class, so we should all be friends, right?"

This is the beautiful AA+ rank girl from class 1-5. She's always smiling, giving off a great mood, and her personality's cute too. She's so kind she even tried to open up to the isolated Haruhi. Her grades were so good that she was appointed class leader after Golden Week. A soprano. So popular that girls are even fond of her. In short she's the ideal girl. That's why she's the leader of this class's girls.

However, her real form is that of a organic humanoid interface lifeform created by the Integrated Data Thought Entity. She's also a part of the radical faction. When she attempted to kill Kyon and observe Haruhi, Nagato erased her. In the *Disappearance* world, she re-appeared as a normal person with Nagato. Being the kind classmate she is, she came over and served delicious oden to the bashful Nagato and Kyon. Later on in this world, she revived when Nagato fell ill.

She acts without approval from the Integrated Data Thought Entity. She continues to search for the possibility of acting of her own will.

Famous Scenes



"Who's this Haruhi?" - *Disappearance* pg. 42 (JP)/28 (ENG)

As Haruhi has disappeared, her seat is now occupied by Asakura. The girl who once tried to kill Kyon, but was erased by Nagato, draws closer to him. No one finds her prescience weird either. Kyon feels hopeless. Has Haruhi truly disappeared? *Disappearance's* hair-raising

opening scene.

"This human is my prey" - *Astonishment (First)* pg. 38 (JP)/24 (fan)

The Sky Canopy Domain terminal Kuyou Suou approaches Kyon. Behind him a voice rings out. And then a combat knife is pointed back at his throat. Kyon recalls that voice... Since Nagato's ill, Asakura (with knife) was completely revived as her backup. A desperate situation with Kuyou in front and Asakura behind.



Rough design



Once you know the truth, this Asakura smile is frightening. You can't forget her favorite knife either. Initially, her hair was mostly wrapped in a ponytail when first designed, but Kyon is weak towards ponytails... So her hair was placed down instead.

The most important word for Ryouko Asakura: Radical faction

The Integrated Data Thought Entity is not always single-minded. It is composed of the main faction (neutrals), radicals, moderates, reformers, compromisers, etc. Asakura belongs to the radicals. They're a minority group with huge actions. Without seeing any change from Haruhi, they took action by attempting to kill Kyon. At that time Nagato erased Asakura. But when she was tasked as a high level communication role, her backup was revived. As the Sky Canopy Domain's terminal Kuyou Suou grew near to Kyon, she adopted into battle style. Furthermore, Koizumi's "Organization" has adopted the initials TFEI for these interfaces (the meaning is unknown). What others will show up?



History

Kyon's classmate for third year of middle school. Because they started going back and forth to cram school together and sitting close to each other in class, they became close. She has such intelligence that she was able to reason Kyon's real name from his nickname. She now commutes to a famous private prep school outside the city. While she prefers to use formal speech and the male pronoun "boku", she still speaks in a feminine tone.

According to Koizumi, her looks would "ensnare 8 out of every 10 men." But Kyon harbors no feelings of love for her and Sasaki has categorized Kyon as a "close friend." Though she'll namedrop famous philosophers and psychological terms, she only views herself as "not only an introvert, but also a below average mortal."

And when Sasaki met up again with Kyon, she was told she has the possibility of having powers similar to Haruhi. She too can create Closed Space with a cream colored light. But hers is stable. Kyouko Tachibana plans to transfer Haruhi's power to Sasaki, but while she thinks the idea is amusing, she does not care for the power itself.

Famous Scenes



"So Kyon, see you tomorrow in school." - *Dissassociation* pg. 86 (JP)/50 (FAN)

Kyon and Sasaki travel back and forth from their cram school in their third year of middle school. After regular school ends, they would go to Kyon's house and ride on a bicycle to cram school. It was Kyon's custom to carry her on the tray. After cram school ended, they would walk back, pushing the bicycle, under the night sky to the bus station. Looking at such circumstances, this would be how they came to call each other "close friends" in their relationship.

"Hey, what a good cat you have." - *Astonishment (First)* pg. 266 (JP)/138 (FAN)

The problems of the fake SOS Brigade were troubling Kyon when Sasaki appears before him by herself. Naturally, she didn't come to talk about how good of a cat Shamisen is. While on the lookout for Kyouko or Fujiwara to intervene, she suggests that Kyon meet again with everyone to think about some questions... But she also has a personal problem too. Sasaki's a teenage girl; she's supposed to have some problems in her private life. But this time, she left without mentioning it to Kyon.



Rough Design



Note that she's a small and composed cutie. Please check out the high school uniform design that adores *Astonishment (Final)*. Ordinarily there's not many chances for Sasaki to open her blazer and show the emblem inside. So here is the emblem for her school. There's a S motif in the center.

The most important word for Sasaki: Closed Space

Closed Space is a term that was coined by Koizumi. It stands for an inner world that one creates. Haruhi's Closed Space is dim and ghastly with giant beings called <Celestial>s destroying buildings. If the <Celestial>s are not destroyed, bringing down Closed Space, then it will expand into the real world. Koizumi's job is to prevent the outbreak of Closed Space by making sure that Haruhi is enjoying herself, thus stopping the <Celestial>s from appearing. But there is only a faint light wrapping around Sasaki-made Closed Space and the sky is a sepia monotone. There are no <Celestial>s so the world is silent. Kyouko Tachibana showed Kyon the difference in Closed Spaces in order to win him over in her plan to transfer Haruhi's power to Sasaki.



History

Before Sasaki could introduce her, she appeared before Kyon. She wore a dark Kuyouen Academy uniform, had an absolutely huge and long hairstyle, and black eyes that were thick as glass. With phrases like "—" and "...", she sounded drowsy and would disappear midway through a conversation. She would seemingly not be able to keep up, but sometimes it would be like a switch was turned on and she'd open up and talk about keeping cats and such. Kyon believed her utterances were incomprehensible, but Sasaki was greatly interested in listening to her. She looked more robotic than Nagato, but suddenly she'd emit a beautiful smile that would ensnare anyone with love at first sight.

Her real identity is that of a terminal for the Sky Canopy Domain, a macrospecial cosmic being that originated at the same time the Integrated Data Thought Entity did. She was likely produced similarly to Nagato: to be a humanoid interface created for interpretation.

When Ryouko Asakura got between her and Kyon, she showed the ability to change dimensions and escape from Asakura's Data Control space.

Famous Scenes



"How may I help you?" - *Dissassociation* pg. 210 (JP)/115 (FAN)

Kuyou, Kyouko, Fujiwara, Sasaki's fake SOS Brigade met with Kyon for the first time. During the meeting Kuyou suddenly grabbed the waitress's wrist and held on (while perfectly expressionless and looking forward as if she didn't realize her surroundings). The waitress was so composed that she didn't spill a single drop. That's because the waitress was Emiri Kimidori. It was a critical scene between fellow aliens. The full blown alien battle would start later when Ryouko Asakura would be revived.

"—yesterday—thank you—" *Astonishment (First)* pg. 139 (JP)/76 (FAN)

Did Kuyou lie in wait for Kyon near Nagato's apartment? The following day, the fake SOS Brigade met at that familiar coffee shop. "Trouble has finally emerged from blindly following the alien's orders, huh? How did you feel after losing such a strong supporter?" Fujiwara asked about Nagato with a derisive laugh. No mistake it was Kuyou that caused her illness. While Kyon and Fujiwara glared at each other, Kuyou stated her thanks. It was the perfect surprise attack that left Kyon speechless.



Rough Design



The design was to be "Different from Nagato's expressionless. A cold, gloomy image." Her biggest trait is her huge volume of hair. While Kyon describes it like a mop head or deck brush, this hair style is something Earthlings haven't seen before.

The most important word for Kuyou Suou: Sky Canopy Domain

A macrospecial cosmic being that originated along the same time as the Integrated Data Thought Entity. Since their thought and normal processes differ, a mutual understanding appears impossible. The Integrated Data Thought Entity calls them the "Sky Canopy Domain" because "they appeared from the Zenith vector." Their behavioral principles are impossible to understand. Even if they have autonomic awareness, they cannot escape from a disruptive level. The model for Kuyou Suou, an interface platform, is an organic humanoid interface lifeform similar to the Integrated Data Thought Entity's. She executes special action for high dimensional grade communications with Nagato. These are advanced interactions via nonverbal action. She was not able to do anything but simply watch in regards to Kyon.....



History

This high school girl's appearance was like rain falling on a brand name umbrella. Like a sales lady winking and smiling to hide bad information, she takes on the role of mediator for the time traveler Fujiwara and the alien Kuyou. Her real identity is an esper that is a member of an opposing group to the "Organization." She's quite busy after trying to kidnap Mikuru and attempting to persuade Kyon.

4 years ago her power was awakened and she deduced that Sasaki was the person who gave it to her. While hunting for Sasaki, she ran into her comrades. She insists that the "Organization" is incorrect in assuming Haruhi is a god-like figure. She wishes that Haruhi's power be transferred to Sasaki for the stability of the world.

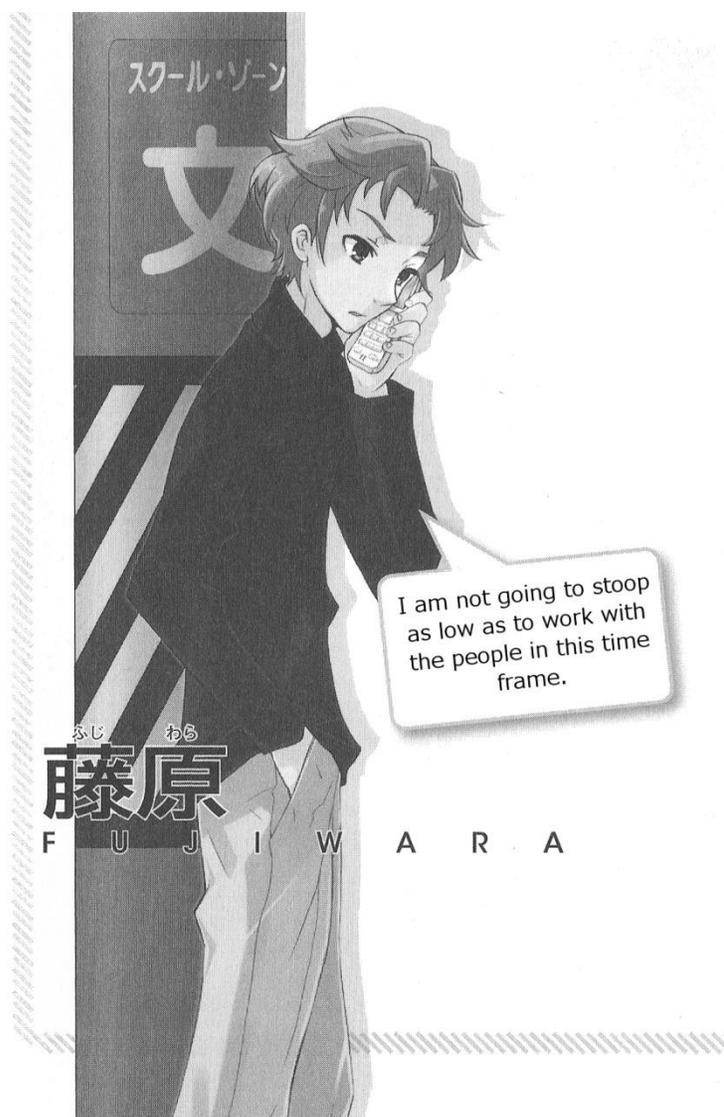
While she's formed a close friendship with Sasaki due to going to her Closed Spaces, she's at a loss at what to do with Fujiwara and Kuyou.

Famous Scenes



"Huhum. You don't need to look at me like that." - *Dissociation* pg. 126 (JP)/70 (FAN)

Kyouko Tachibana and Kyon's first meeting was the incident where Mikuru was kidnapped. As the only woman of the kidnapping group, she acted like the leader at that time. Being able to remain calm while Sonou Mori was driving her back with that smile, she appears again in front of Kyon with a calm, refreshing smile. Furthermore, she's here to try to win him over. This shameless action is much like Koizumi would do. Is this how she usually acts?



History

Kyon hasn't been able to stand this guy since the first time they met. Not only did he intrude on his and Mikuru's object-finding mission, he was also part of the group that kidnapped Mikuru! His cruelly pale lips are always bent in that sneer of his. He's the character that always sends out retorts towards Kyon and the SOS Brigade.

He's truthfully an unknown time traveler to Mikuru. It seems he comes from a different time axis which has different "predetermined events" and "classified information" than Mikuru. He has no interest whatsoever in Haruhi herself; he only wants to use her time changing powers. If he entrusts Haruhi's power to Sasaki, then the alternatives for the future open greatly. He doesn't want to cooperate with anyone in this time. He only focuses on his own goal, regardless of Sasaki, Kyouko, and Kuyou, and he isn't afraid to admit it. That goal is-

Famous Scenes



"Names are just a sign of acquaintance." - *Dissassociation* p.184(JP)/101 (FAN)

This scene is the meeting with Sasaki, Kyouko Tachibana, Kuyou Suou, and Kyon after Sasaki got in touch with Kyon. The nameless time traveler burst out at Kyon with his usual sarcasm "I don't mind whatever you all call me. There is no purpose to that at all. That is just like you people changing Mikuru Asahina to Asahina Michiru. Totally pointless." "Fujiwara, just call me that." and the like. Do all time travelers use fake names at this time? The mystery deepens.



History

After Haruhi held such grueling SOS Brigade Entrance trials, only one person passed. That person holding such power wants to be called Yasumi. That person wears a sailor uniform that's way too big for her, has hair like a bird's nest, and has hair ornaments with a smiley face on them. She has the talent that would make the track and field club dream about put her in an inter-high marathon, and vocal talents at the same level. Her energy levels rival those of Haruhi! She loves humming the song that Haruhi sang at the cultural festival. One of her answers on the Brigade exam was "I want to converse most with aliens and become good friends the most with a time-traveler. Espers seem to be the best at making money. Regarding sliders, possibilities are many." Mikuru absolutely adores her while Koizumi has an interest in this wonderful talent.

Famous Scenes



"I've been waiting, Senpais!" - *Astonishment (Final)* pg. 6 (JP)/8 (FAN)

The first thing Yasumi said on her first day after joining the Brigade. Her eyes were shining brightly as she declared "From today on I am officially a member of the SOS Brigade! It's very nice to meet you all!" and took a deep bow. Her vitality flooded into the SOS Brigade clubroom and overpowered Kyon. Kyon was amazed at how Yasumi's energy could rival that of a 100,000 horsepower robot and stun Mikuru with how adorable she was. Haruhi was also in delight at her new capable member.



History

This rascal is Kyon's classmate. Since he was classmates with Haruhi for all three years of middle school, this makes 5 years in a row they've been in the same class. He casually goes over to Kyon's seat and eats lunch together with him. His scores are about the same as Kyon's too. He loves girls so much that he ranked all the girls in his class and went skirt chasing during the culture festival. He was dragged into the SOS Brigade baseball tournament and complained when participating in the movie. He was also asked to write an "interesting ordinary essay" for the Literature Club's bulletin.

Just before Valentine's Day, his long awaited girlfriend since December broke up with him. At first when he entered North High, he warned Kyon about Haruhi's actions, but now he's participating in them in his own way.

Famous Scenes



“...Wha!?” - *Astonishment (First)* pg. 172 (JP)/93 (FAN)

Taniguchi is violently shivering. The reason why: the girl that just broke up with him is with Kyon at the moment. While they were together, he gave her a wristwatch as a Christmas present. As they were a normal high school couple, they went on lots of dates during the New Year holidays. And yet one day she said "I made a mistake" and vanished..... Taniguchi's in such a poor mindset that Kyon has to commend him for moving on.



History

Kyon's classmate who came from the same middle school. Back then he was in a different class, but went to the same cram school. He liked western music so much that he became a member on the broadcasting committee. It seems he and Sasaki had a CD lending relationship. The person he longed after went to North High, so that's how he came to be with Kyon and Taniguchi. Since grades are important to him, he planned to stress humanities his second year and focus on science his final year. He played in the baseball tournament, the independent movie as an extra, and wrote a column for the Literature Club's bulletin for the SOS Brigade. Incidentally, he always brings his lunch to school; especially that tasty side dish of his.

He also seems to have an instinctive uneasy feeling towards Nagato, Mikuru, and Kuyou. How this sharp sense will develop is unknown.

Famous Scenes



"Suzumiya-san, isn't twelve parts too much for a column?" - *Indignation* pg. 101 (JP)/64 (FAN)

For the Literature Club's future, Haruhi and the Brigade aren't enough to write a bulletin. Thus Haruhi will use anyone she can get her hands on to submit a manuscript. For Kunikida, that was a "Twelve part Subject-by-Subject-Study-Aids column." Unlike Taniguchi who complains every time he's wrapped up with the SOS Brigade, Kunikida, like usual, only offers mild complaints. However his writing clearly is a success.



History

The combination of a woman wearing a maid outfit and an unknown aged man wearing a three piece suit with the finest mustache. One time they served as maid and butler/head chef on the deserted island. Another time they acted in a mystery game at the winter lodge. Finally, they helped in pursuing a kidnapping as well as negotiating. Cooperating with Koizumi, they aim to protect Haruhi and Kyon.

Needless to say, they are truthfully "Organization" members. While it's unknown as to if they have esper powers, Arakawa possesses not only a ship license, but driving skills of an international racer. Mori herself owns the power to force someone in negotiations. Due to how Koizumi, Mori, and Arakawa call each other, the rankings of the "Organization" are still a mystery.

Famous Scenes



"Could the killer have been Arakawa-san or Mori-san?" - *Wavering* pg. 215 (JP)/128 (FAN)

Continuing their roles from summer, Mori and Arakawa participate in Koizumi's mystery game for the SOS Brigade winter trip. These two are employed as workers in the villa (and just how hard they work too!). Just like in summer, the victim is Keiichi Tamaru. Detective Haruhi questions these two for their alibi and judges that they are not the culprit. Because they are able members of the "Organization," they can truthfully give an alibi to alleviate Haruhi's boredom.



History

This neat and tidy upperclassman in a different class than Mikuru first appeared as the first counseling client for the SOS Brigade. She came to request that the SOS Brigade search for her vanished boyfriend—the computer research society's president. But after talking to the guy himself, he says that Emiri Kimidori is not his girlfriend. Then after that, she re-appeared as the secretary of the student council, always by the president's side.

Her real form is a organic humanoid interface lifeform created by the Integrated Data Thought Entity for human contact. Kyon thinks she began action once Nagato's backup, Ryouko Asakura, disappeared. Once Nagato fell ill, part of her autonomy was transferred to the consensus party of the Integrated Data Thought Entity, which began to act on Earth. They acted in observing the Sky Canopy Domain's terminal Kuyou Suou.

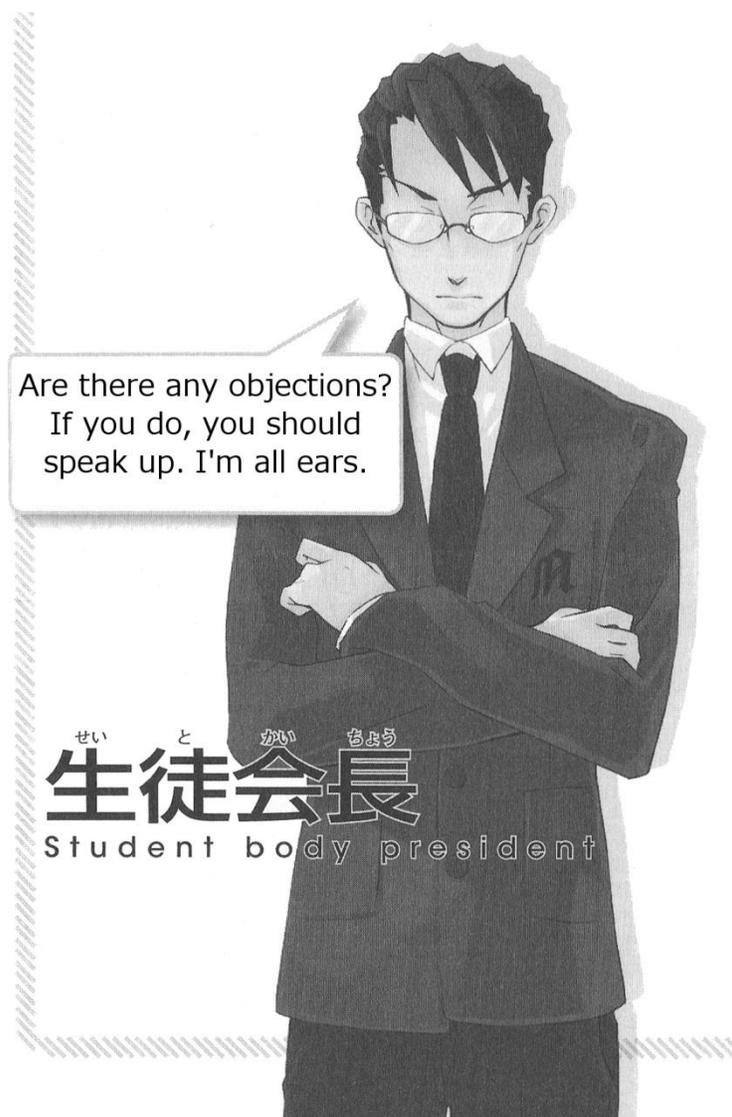
Famous Scenes



"Kimidori-kun, the things."

"Yes, Mister President." - *Indignation* pg. 129 (JP)/83 (FAN)

Kimidori appears before the SOS Brigade again. Before she was the first counseling client for the SOS Brigade, but now she appears against the SOS Brigade (or rather Haruhi) as a member of the student council, and as the secretary to boot. "Thinking about it now, it feels like we really didn't have much of a relationship from the start; it's all a distant memory." is what Kimidori has to say about her supposed boyfriend. In response, all Haruhi has to say is "Well, you're young. Lots of things happen..."



History

This somewhat proud young man would megas be like the minster of war during the Three Kingdoms era, in something like Tsuruya-san dialect. This glasses-clad upperclassman is tall and handsome, but is a bit haughty. He won the elections back in November to be the president. What type of things will he implement from wishes of the students? You think it'd be something trivial like updating the school site.

But the thorn in his side is the illegal student organization occupying the Literature Club's room: the SOS Brigade. Since the Literature Club hasn't done anything, he's planning to take measures and put them as a discarded club and remove the foreign elements. Naturally, Haruhi gets enraged and begins to oppose the student council president...

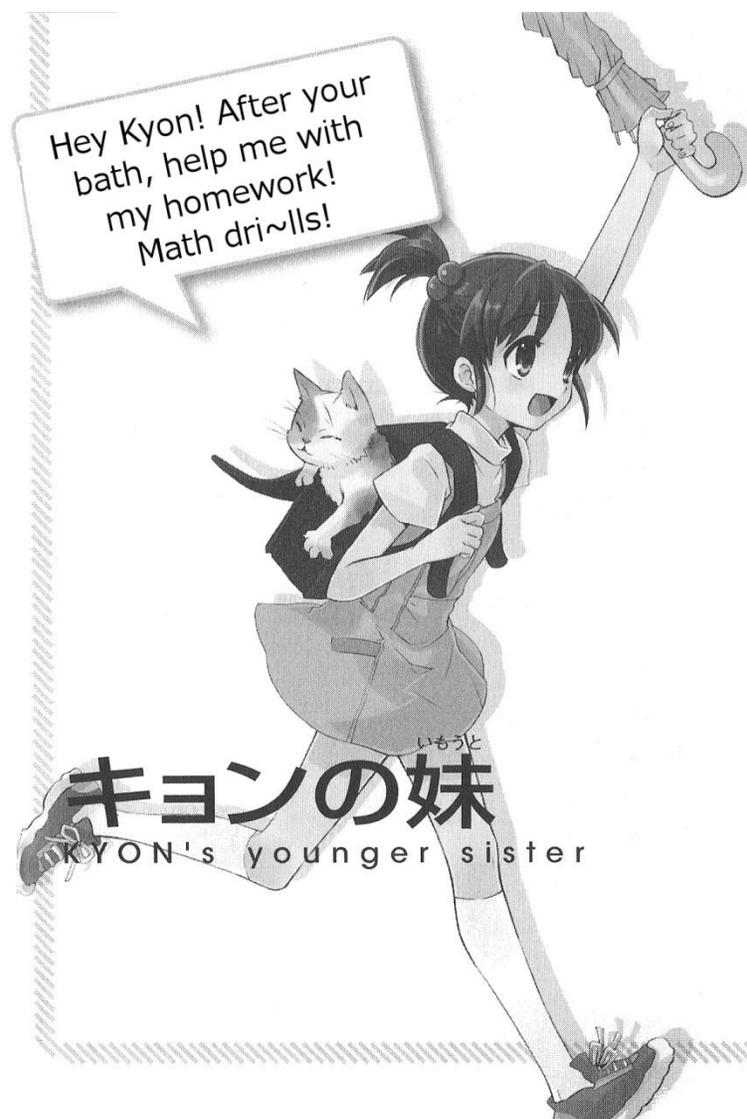
His real identity is an associate of Koizumi's "Organization." Haruhi wished for a villain, so they recruited a student to become student council president to oppose her.

Famous Scenes



"But it is a real pain, having to act like an idiot. Put yourself in my position." - *Indignation* pg. 57 (JP)/38 (FAN)

When Haruhi's around, he puts up a straight hard-nosed face, but once she leaves he quickly changes character. He would fully take off his glasses and puts a cigarette in his mouth. He refers to Haruhi as "that girl with the over-active brain" Picked by Koizumi due to his looks, this guy is unexpectedly frank?!



History

Kyon's sister is a 5th year elementary student (moves up to 6th year in *Dissassociation*). However, she acts like she's much younger than she is. She calls her brother "Kyon-kun", Haruhi "Haru-nyan", and the calico cat Kyon brought home, Shamisen, "Shami." Not wanting to score like Kyon does in school, he helps her with her homework. She gets along well with her classmate Miyokichi (Miyoko Yoshimura), who already looks like an older beauty in comparison to Kyon's sister. Kyon sighs at this difference between friends. While she dashes across the house when the phone rings, she hardly tells anyone who's on the other line. When the SOS Brigade needed someone, she played left and batted fifth in the baseball tournament, acted as an extra in the independent film, and even went to the winter trip. Like her brother, her real name is unknown.

Famous Scenes



"Mom. Kyon's gone funny in the head-" - *Disappearance* pg. 71 (JP)/48 (ENG)

Kyon's sister loves Shamisen very much. So much that it's unpleasant. Usually it's a touching scene, but this time it's very serious. The world has changed and Kyon wants to see if Shamisen can talk like humans can again. Frantically, Kyon shoves her out of his room. According to her, Kyon brought him home after a friend who was leaving for a foreign country gave him to Kyon.

The Rest

Computer Society President



The president of the Computer Research Division (aka Computer Society) was the first victim when the SOS Brigade first started. They're unlucky enough to be two doors down from the Literature Club's room. In order to snatch a new computer, Haruhi fabricates him sexually harassing Mikuru. Following that, he gets possessed by a data lifeform awakened from the SOS Brigade emblem. He was upset when he was caught cheating in the game showdown, but gained respect for Nagato, the one who caught them.

Sakanaka

Kyon and Haruhi's classmate. During the volleyball tournament, she was the setter for Haruhi's spikes. Afterwards, she requested that the SOS Brigade investigate "a place near my home where ghosts are rumored to exist."

She keeps her Scottish Highlands White Terrier Rousseau at her high class residential home. She's incredibly thankful when the SOS Brigade exterminates the ghosts (really a data lifeform from space) from Rousseau.



Keiichi/Yutaka Tameru



Yutaka



Keiichi

They appeared as Koizumi's cousin on his mother side and his younger brother. According to Kyon, Keiichi has a good looking face while Yutaka is young and healthy. Actually, they're members of the "Organization." These "millionaires" helped put on a murder mystery case to appease Haruhi in their deserted island mansion gotten from their venture business. When planning the winter version of the mystery game at Tsuruya-san's villa, these two appeared again. When Mikuru was kidnapped, they donned police uniforms and chased in a patrol car. With Arakawa and Mori, they help support Koizumi. The questions of siblings, espers, powers, or even their real names have yet to be revealed.

Okabe

Haruhi and Kyon's homeroom teacher. He was first in class 1-5 before being promoted to class 2-5. Not only the handball club's advisor, he counsels poor-performing students like Kyon and Taniguchi during lunch. He really thinks about his students.



Nakakawa



Kyon's classmate from his third year of middle school. Now he goes to a private boys-only school and plays on the American football team. He saw Nagato when she was walking with Kyon one night and immediately fell in love. He tried to convey his feelings through Kyon, but then that bad thing happened.....

Hakase-kun

A little boy who wears glasses and appears to be in either fourth or fifth year. He lives near Haruhi's house, so she comes over sometimes to tutor him. He would've been in a traffic accident if it wasn't for Kyon.

Mikuru was speechless after she heard his name after the rescue. It's "classified information," but she's able to tell him that once he grows up, everyone from her time his name. He's someone that goes down in history.

Another day later, Kyon throws a pond turtle into a river due to Mikuru (big)'s instructions, but later gives it to him as a present. It was necessary according to Mikuru (big). "He will always remember the little turtle he obtained from a young man and young woman, as well as the ripples caused by the young man dropping the turtle into the water, and how the ripples slowly disappear as they dispersed from the center. As turtles live very long lives, every time he picks up the turtle he would always think of the scene he saw then." From that, he would create various theories. Kyon thinks that time travel may be among them.

Shamisen

Haruhi caught this rare male calico cat from behind Nagato's apartment to use in filming of the movie. After Haruhi gave him this ominous name, Kyon began to take him home when he began speaking Japanese (clearly a baritone). Kyon is dumbfounded at a cat speaking philosophically. Apparently, Haruhi's desire granting power gave him intelligence. After the movie was finished, he became Kyon's pet and his sister's playmate at their house.

Jirou Oomurei/Keiji Yamatsuchi

These two old men are in the shopping center three stations away from the one closest to North High. Oomurei runs Oomurei electronics while Yamatsuchi runs the Yamachi Model Shop. They provided a camera and model guns for the SOS Brigade movie, so in the movie Bunny Girl Mikuru advertises for them in commercials.

Chapter 2

Story Summaries

Melancholy, Sigh, Boredom, Disappearance, Rampage, Wavering, Intrigues, Indignation, Dissociation, and Astonishment. A through explanation of all the published works. If you look closely at all of them, you might notice something new.



First Press date:
June 6, 2003 (JP)
May 7, 2009 (ENG)

The Melancholy of Haruhi Suzumiya



I have no interest in ordinary humans. If there are any aliens, time travelers, sliders, or espers here, come join me. That is all.

Explanation

Nagaru Tanigawa's debut work was the first in this series to remember. After it was announced in February 2003 that this work won the 8th Annual *Sneaker Grand Prize's* top award, it went into editing. On June 15th, 2009, this novel was released under the *Kadokawa Wings* branch which added hiragana characters to help read the kanji.

This school life story is told through the voice of the narrator: Kyon. This novel depicts how our free-spirited heroine, Haruhi Suzumiya, forms the SOS Brigade. The other members are an esper, alien, and a time traveler; they represent three branches from science fiction and the occult. Each of them hide their real identity and pretend to be ordinary humans through their actions and speech, giving the story a bit of a mystery taste. While the story begins as a normal school life tale, elements of science fiction come about such as first contacts with aliens, time paradoxes, and the expanding Closed Spaces. It's this series' characteristic.

This story holds many foreshadowing events for future tales such as the honors student Ryouko Asakura's appearance, Nagato's trip to the library, and so on. Strangely, Kyon's noteworthy phrase "Good grief" is not used once in this story.

Story Chart

Prologue

While he never believed in Santa Claus, it wasn't until later in life that he stopped believing in aliens, time travelers, ghosts, monsters, and esper powers. Everyone has to be separated from their dreams at some time. But when he first entered high school, he had a meeting that would change his life..... This introduction is a monologue; the rest of the series is told through Kyon's perspective.

Chapter 1

It's April of Kyon's first year in high school. After scaling up to his school at the top of the steep hill, he is stunned by the self-introduction of the girl behind him. Her name is Haruhi Suzumiya. She changes her hairstyle every day, cares nothing about people looking at her, and joins and quits every club. But before he knows it, Kyon begins talking to the eccentric Haruhi. After talking about clubs, Haruhi gets an idea.

Chapter 2

May has arrived. Haruhi begins her plans to create a new club. She makes the sole occupant of the Literature Club's room, Yuki Nagato, into a member. The next day, she forcibly brings along the upperclassman Mikuru Asahina and forms *The Save the World by Overloading it with Fun Haruhi Suzumiya Brigade* (SOS Brigade for short). She pilfers one of the latest computer models from the Computer Research Society the following day. Kyon is forced to make a website and she coerces Mikuru into a bunny girl costume to spread leaflets.



Chapter 3

It's now the middle of May. Haruhi's awaited mysterious transfer student, Itsuki Koizumi, has appeared. He melds easily into the SOS Brigade. Kyon discovers a message in the book Nagato lent him and goes to her room after school. She tells him that she is a humanoid interface created by the Integrated Data Thought Entity for organic lifeform contact. Her goal is to observe Haruhi Suzumiya. Not able to believe that, Kyon leaves.

Chapter 4

One Saturday in the middle of May, the SOS Brigade goes on the first patrol to search for mysteries. Mikuru is partnered with Kyon and gives a shocking confession. She is a time traveler; she's not from this time.

Chapter 5

School begins again on Monday. Kyon listens to a confession from Koizumi this time. He is an esper that belongs to the "Organization." According to them, Haruhi desired aliens, time travelers, and espers; thus they were made. That's why they feel she is like a god. Kyon is shocked that he's the only normal person in the Brigade. But even more at that someone summoned him. That person: the honor student Ryouko Asakura. She is an interface that belongs to a different faction than Nagato. She wishes to kill Kyon in order to see Haruhi's reaction. (Image 2) But Nagato appears and vanishes Asakura.



Chapter 6

It's now Tuesday. Another Mikuru Asahina (big) appears before Kyon and gives him a strange hint. After school, he and Haruhi go to investigate Ryouko Asakura's strange transfer. On the way back Haruhi opens up to Kyon. Waiting for Kyon to return was Koizumi, who wishes to show Kyon the Closed Space that Haruhi subconsciously created. That is the place where the strange giant <Celestial> rampage.



Chapter 7

Wednesday comes to this world with Haruhi in a pouting mood. That night Kyon is transported to Closed Space with Haruhi. Koizumi appears as a red sphere and tells Kyon that Haruhi has created a new world. Kyon gets a message via the computer from Nagato. Remembering that and the hint that Mikuru gave him, he stands in front of Haruhi. (Image 3)

Epilogue

Safely returned to this world, Kyon greets Koizumi, Nagato, and Mikuru. Kyon submits the paperwork for the SOS Brigade to become an official organization to the student council. Then he plans to talk with Haruhi during the second patrol to search for mysteries about the strange state of affairs.



The Sigh of Haruhi Suzumiya



The SOS Brigade is going to show a movie!

Explanation

Published four months after the previous work, the Haruhi series' second novel is another long story. It takes place about half a year after the Brigade formed and depicts the making of the independent film for the cultural festival.

This story focuses on Haruhi's strange power. While she's unaware of how she's changing reality, Haruhi's power goes on a rampage and begins to change the world into the fictional environment from the movie. Notice how for the first time Kyon stands up to Haruhi in that tense scene. It's strange how rage can turn into sympathy, isn't it Kyon?

This volume introduces some minor characters: Mikuru's classmate Tsuruya-san and a calico named Shamisen. Both of them breathe some fresh air into the SOS Brigade with their unique speech tics.

As production moves along, the label on Haruhi's armband grows from "Director" to "Big Director" to "Ultra Director". She's such in a good mood that she hums the theme from *The Great Escape*, the hook from *Heaven and Hell*, the theme of *Rocky*, Marilyn Manson's *Rock is Dead*, and Bryan Adams's *18 till I die*. In this volume Kyon says his trademark phrase "Good Grief" once out loud and twice in a monologue.

Story Chart

Prologue

"You're not going to find aliens, time travelers, and espers just standing around!" Half a year has passed since the second "SOS Brigade Wanders Around Town (Temporary Name)" took place. Back then it was just Kyon and Haruhi meeting up. Kyon disclosed the secrets of the other SOS Brigade members, but for once Haruhi showed some common sense and didn't believe a word he said. Even though she was the one who was late, it was Kyon who paid since she forgot her purse.

Chapter 1

"The cultural festival, the cultural festival. You should be a bit more excited." The season is autumn. It's been one month since the SOS Brigade blew by the track and field club in the club relay at the athletic festival and the school's cultural festival is right around the corner. The SOS Brigade decides to show a movie after Haruhi is disgusted by the movie she saw one night on TV. So the roles go as follows: Executive Supervisor/Executive Director/Direction/Scenario: Haruhi, Lead Actress: Mikuru, Lead Actor: Itsuki Koizumi, Supporting Actress: Yuki, Everything else: Kyon. And so they hunt for a sponsor.



Chapter 2

"As the director representing the SOS Brigade, I decided to provide quality entertainment." The next day Haruhi goes around the shopping district in search of a sponsor. Finding a couple of willing stores, she provides Mikuru a combat waitress costume the following day for the work, *Combat Waitress: The Adventures of*

Mikuru Asahina (Temporary). With the lead wearing her costume, they head to shoot promotional videos for their sponsors. Mikuru reads her lines with such a strained smile.

Chapter 3

“Mikuru Beam. Shoot it.” It’s now Saturday and the Brigade takes a bus in order to hike to a forest plaza to begin filming. Unfortunately, the script and locations are still in Haruhi’s head. It seems the story involves a battle between the Battle Waitress Mikuru Asahina and Evil Magician Yuki Nagato. Mikuru acts just like Haruhi tells her to and shoots a beam towards Nagato. Really, she fires a beam towards her. Reality is beginning to be warped due to Haruhi’s power.

Chapter 4

“What do you have a problem with? You should just do as I say!” It’s Sunday and Tsuruya-san, Taniguchi, and Kunikida have joined in to help. Not being able to stop Haruhi’s rampage, Mikuru now shoots a hyper-oscillatory particle cutter today. Haruhi wishes for Mikuru to be thrown into the pond and of course she gets her wish. Following this, she then acts in a love scene with Koizumi. Not being able to hold back, Kyon raises his fist towards Haruhi.



Chapter 5



“Let’s absolutely make this film a success!” Current state: Cold War between Haruhi and Kyon. After listening to Taniguchi complain about playing in the movie, Kyon can’t control himself and speaks to Haruhi. Following that, Haruhi changes reality for the sakura trees to bloom and for a calico cat to talk. This world is changing as fiction becomes reality. Feeling the world’s crisis grow, Koizumi warns Kyon to find a way to stop the filming... And so Friday night Kyon and Haruhi spend an all-nighter editing the movie. As Saturday morning comes, the movie is done. When the end credits roll, the magic affecting the world is canceled.

Epilogue

The culture festival begins. As the SOS Brigade isn’t an official club, their movie isn’t listed on the program. Still, The Adventures of Mikuru Asahina: Episode 00 is shown in the AV room. The changes Haruhi made to the world all went back to being fictional. As Haruhi advertises the movie in her bunny girl costume, Kyon goes around to the other SOS Brigade member’s classes.



Release Date:
January 1, 2004 (JP)
July 1, 2010 (ENG)

The Boredom of Haruhi Suzumiya



“Oh, excuse me. To summarize, Suzumiya-san’s desired theme is to become involved in a situation out of a mystery.”

Explanation

This novel features three stories previously published in *The Sneaker* and one story written just for the novel. These stories feature events in the 6 months between *Melancholy* and *Sigh*. The stories featured are *The Boredom of Haruhi Suzumiya* (first printed in *The Sneaker's* June 2003 edition) which focuses on the SOS Brigade playing in the local baseball tournament, *Bamboo Leaf Rhapsody* (first printed in *The Sneaker's* August 2003 edition) which has the time paradox during Haruhi's first year in middle school, *Mysterique Sign* (first printed in *The Sneaker's* October 2003 edition) which has the group contact another data lifeform than Nagato, and a new story during the SOS Brigade's summer vacation entitled *Lone Island Syndrome*. For planning the summer trip, Koizumi is promoted to Assistant Brigade Leader. Introduced in this novel are Emiri Kimidori, a girl searching for her missing boyfriend, and some new members from Koizumi's "Organization". While Kyon prefers shogi, the board game lover Koizumi brings Othello, chess, chess problems, and Chinese Checkers to the SOS Brigade clubroom. Kyon utters his favorite phrase "Good Grief" five times during his monologue.

Story Chart

Prologue

We start six months after the SOS Brigade forms. Up until now Kyon's been involved in many weird and mysterious events. While Haruhi's not been fulfilled from these events, she's not been depressed either. As such, she wraps up everyone in these events. Kyon continues to be tossed around by Haruhi's will. This time, we find that it's not a good thing for Haruhi to be bored.

The Boredom of Haruhi Suzumiya



"You're okay with baseball, right? Just to be clear, we're aiming for first place!" Haruhi decides to participate in the city amateur baseball tournament. Of course Nagato, Mikuru, Koizumi and Kyon are forced along, but classmates Taniguchi, Kunikida, Tsuruya-san (from Mikuru's class), and Kyon's sister join the gang. The starting lineup is done by lottery except for Haruhi batting first and pitching. Kyon gets shortstop and fourth in the lineup. Their opponent is the defending champions: a local university's baseball team called the "Kamigahara Pirates." While Haruhi can pitch well, bad doesn't begin to describe the defense. After three innings, it's 0-7 for in favor of the Kamigahara Pirates. Koizumi gets an e-mail that Haruhi's beginning to rapidly produce Closed Space. If they don't do anything, the <Celestials> will continue to rampage. Thus Kyon gets Nagato to begin secret measures...

Bamboo Leaf Rhapsody

"What's your name?" "John Smith." "...Are you stupid?" It's Tanabata during their first year in high school. The Brigade writes their wishes on tanzaku and hang them on the bamboo shoot. Nagato gives Kyon another tanzaku after school and then Mikuru asks Kyon to "go back three years ago with [her]."

Having faith in Mikuru's time traveling abilities, Kyon accompanies her along and time travels for the first time. When he wakes up, it's nighttime in the local park. As Mikuru falls asleep, her older version comes along. Following Mikuru (big)'s instructions, Kyon goes to the nearby middle school and meets the first year Haruhi. As usual, Haruhi orders him to draw weird graffiti designs on the school grounds. When prompted, Kyon tells his name as "John Smith." Afterwards Mikuru (small) wakes up and her TPDD (the time travelling system) has disappeared. Mikuru bursts into tears. It's then when Kyon remembers the tanzaku Nagato had given him.



Mysterique Sign

"You want the SOS Brigade to look for your missing boyfriend, right?" During the end of semester exams the SOS Brigade operated as usual. Haruhi ordered Kyon to put her emblem on the SOS Brigade website, but, after refreshing, the site crashed. It was then that she came into the clubroom. Emiri Kimidori appeared and asked the SOS Brigade to find her missing boyfriend. He's the president of the Computer Research Society. They head to his apartment, but no one is present. Haruhi heads home while the other members return after feeling some strange things there. The four go into a different space where they encounter a different data lifeform. It looks like Haruhi's emblem awakened it...

Lone Island Syndrome



"It's a remote island! And a manor! A rare situation. It's like, who's supposed to go if we're not going?" The SOS Brigade heads on a trip on the first day of summer vacation. Their destination is a deserted island owned by a distant relative of Koizumi. The owner of the manor is Keiichi Tamura and his brother Yukata. They have a butler named Arakawa and a maid named Sonou Mori. The SOS Brigade enjoy their vacation there. They head to the beach on the first day and party in the mansion on the second day. With rain pouring down on the first day *that* happens. Yukata is missing and the rest of the group break into Keiichi's room to find him stabbed to death. Who is the killer? What happened in that room? Detective Haruhi's mystery begins... What surprising truth will be revealed from this case?!



Release Date:
August 1, 2004 (JP)
November 2, 2010 (ENG)

The Disappearance of Haruhi Suzumiya



*I have met you before.
Do you remember?
What happened at the library?*

Explanation

A newly written story that ties together *Boredom's* short story *Bamboo Leaf Rhapsody* with *Intrigues*. This work also serves as the turning point in the whole series. It was also turned into an animated movie as well. The mega hit movie had 550,000 viewers see it in theatres.

The world has been changed so that aliens, time travelers, and espers do not exist. "Perhaps I had received an ordinary life." Yuki Nagato had turned into an ordinary girl who blushes quite often. Mikuru doesn't know Kyon anymore. Finally, supporting Nagato is the beautiful honor student Ryouko Asakura. While an ordinary school life tempts Kyon, he totters around looking for the SOS Brigade's "extraordinary" existence. Perhaps Kyon finally realizes what he wants after all in this story? This episode prepares him to be "this story's protagonist?" Ryouko Asakura, who was vanished in *Melancholy* reappears, Taniguchi finally hooks up with a girl, and Nagato is drastically changed. These are all points important to *Astonishment*. Board game fan Koizumi plays a TRPG in this volume and Kyon's favorite phrase "good grief" is repeated constantly.

Story Chart

Prologue

"And there you have it. The SOS Brigade Christmas Party has been unanimously approved." The SOS Brigade will celebrate Christmas by having a party on December 24th. Haruhi, who got into the holiday spirit early, gives Mikuru a Santa costume which Kyon and Koizumi admire when Mikuru wears it. The following day Kyon tells Taniguchi about their party. He rejects it, boasting about his date with a freshman at Kouyouen Academy.

Chapter 1

It's December 18th and there seems to be a cold going around Kyon's class. Taniguchi takes off early and someone else comes in late. It's **that person** who vanished earlier: the alien agent Ryouko Asakura. "Who is this Haruhi you speak of?" she asks when Kyon mentions Haruhi. The honor student has no idea who she is. Even more, Koizumi's class 1-9 is completely gone, room and all! Mikuru gets uneasy when Kyon speaks with her since she doesn't know who he is. Kyon heads to the Literature Club's room and finds only Yuki Nagato there, reading a book.

Chapter 2



December 19th comes and Kyon returns to the Literature Club's room. He looks through the bookshelves and on the computer for a hint. Suddenly he notices the SF novel Nagato lent him before. Inside is a message reading "Program execute condition-Assemble the keys. Final deadline-two days." Strangely, after that Nagato invites Kyon to her apartment. Once there, Nagato opens up and tells Kyon her

thoughts. Kyon's perplexed at Nagato's facial expressions he's never seen before. It's then that Ryouko Asakura appears. Kyon speaks very restrained towards her.

Chapter 3

It's now December 20th and Taniguchi returns from his cold. From what he says, Haruhi is now at Kouyouen Academy. Kyon rapidly dashes to the school and finds Haruhi and Koizumi there. Kyon gives them the gist of what's happened. Haruhi, taking an interest in the mysterious situation, decides to go to North High. They grab Mikuru from the calligraphy club (against her will) and head to the Literature Club's room. Now that Haruhi, Koizumi, Mikuru, Nagato, and Kyon are present, the computer turns on. Kyon gathers himself and presses the key.



Chapter 4



When Kyon wakes up, he finds that it's July 7th three years ago: the day he met the middle school version of Haruhi. Kyon, remembering she was here, finds Mikuru (big) and chats with her about the events. He yells at Haruhi "Cheers to saving the world by overloading it with fun with John Smith!" and then they go to Nagato's apartment. The Nagato at that time discovers who changed the world and assists Kyon and Mikuru in going to fix it. Kyon and Mikuru (big) time travel to the future.

Chapter 5

It's around 04:18 on the morning of December 18th. Having time traveled, Kyon discovers who changed the world. He understands their reason. Putting aside the culprit's heartbreaking feelings, he points the correction program at them. At that time Kyon is stabbed. As he falls to the ground and loses consciousness, Kyon hears someone's voice.

Chapter 6

Now it's December 21st. Kyon is in a hospital bed because, according to Koizumi, someone pushed him down the stairs. Haruhi was so worried that she brought her sleeping bag to stay by his side. Seeing Kyon awake, Haruhi is both angry yet glad. Mikuru is brought to tears. That evening Nagato appears by herself and they talk about the event together. Kyon passes along his gratitude while Nagato remains silent.

Epilogue

December 24th finally comes. The world continues like it did before. Kyon doesn't go back in time to save himself. He's got something else bothering him. He's got to put a reindeer hat on and entertain everyone at the hot pot party.



The Rampage of Haruhi Suzumiya



Time never comes back once it's gone. So we have to do this now, during our only summer as freshmen in high school!

Explanation

This volume holds two stories originally published in *The Sneaker* and one brand new story. These are events that took place in summer, autumn, and winter during their first year in high school. First is the story where everyone lost their way in a never ending summer vacation called *Endless Eight* (First printed in *The Sneaker* December 2003 edition). Next is a showdown with the Computer Research Society in *The Day of Sagittarius* (First printed in *The Sneaker* April 2004 edition). Finally the mysterious episode where the SOS Brigade find a strange mansion during their winter break disaster in *Snow Mountain Syndrome* (newly written).

While there are no new characters in this volume, all the Brigade members head to Kyon's house where their friendships grew a little bit. Nagato showed a lot of talent to the Computer Society's president, so she became an honorary member. Finally, Tsuruya-san became an "honorary advisor" to the SOS Brigade for lending her villa for the winter trip. In this volume, the board game maniac Koizumi plays poker, go, and backgammon. Mikuru adds a cartoonish tree frog costume to her collection. Finally, Kyon doesn't get a chance to say "good grief" in this volume, but Koizumi stands in for him this time.

Story Chart

Prologue: Summer

As the Brigade returns from their trip to the island, Kyon has plenty of vacation left. Ignoring the mountain of homework, Kyon shifts into "sleep past noon" mode. And then for two weeks in August he and his sister head to their relatives and play freely with their nephew, niece, and cousins. It was just past the middle of the month when something was about to happen.

Endless Eight



Haruhi called sometime after the Obon festival ended. She hasn't fully enjoyed her summer vacation yet. They head to the city pool, to a yukata shop, and to the local bon festival. They also have fireworks, insect collecting, and wearing a costume at a part-time job, but one night after they've finished for the day, Kyon gets a phone call. On the other line is a sobbing Mikuru and then Koizumi asks to meet with him. They tell him they've been stuck in a two week loop that will never end. Once the thirty-first is over, they'll loop back to the seventeenth. According to Nagato, this is the 15,498th time. What does Haruhi want? What can be done to end this summer vacation? Kyon's decision is...

Prologue: Autumn

It's the middle of November and the culture festival has ended. With her first work done at the box office, Haruhi's stress has dropped. But it's time for student council president elections. While the student council has ignored the Brigade thus far, Haruhi wants to treat them like an enemy. Haruhi's battle with the student council begins... if the club two doors down hadn't challenged them first.

The Day of Sagittarius

"We're absolutely going to win. Defeat will ruin the SOS Brigade reputation. And most important of all, I wouldn't be able to stand them lording it over us!" Several days after the cultural festival ended, the president of the Computer Society issued a written challenge to the SOS Brigade. In order to reclaim their computer that Haruhi stole, they wish to challenge them in a computer game of their creation. Of course Haruhi accepts before he even finishes his proposal. The title of the game is *The Day of Sagittarius 3*. When the battle starts, it looks very good for the Computer Society. The Brigade is beginning to run out of patience, but Nagato finds something unjust in the program. They begin a surprising and assertive counterattack.



Prologue: Winter

According to Koizumi, Haruhi's boredom is what brings out Closed Spaces. Thus they have to prevent Haruhi from being bored so Closed Spaces won't be created. The situation looks good for the time being, but then he asks for Kyon to bring his calico cat Shamisen. Shamisen finally gives up and gets into his travelling container, but wakes up before the trip is over. While there, a big event happens over their vacation. Kyon's suffering continues again!

Snow Mountain Syndrome



"In these situations, you only need one person in a leadership role! Now do as I say." The SOS Brigade goes on a winter vacation to end the year. With Kyon's sister tagging along, they head towards Tsuruya-san's winter villa. The Brigade enjoys skiing on the first day, but they soon get involved in a blizzard and take refuge in a nearby mansion. There's no one inside, but they're out of the snow. They find an abundance of food and warm rooms. Time moves differently in here than outside; it's like places are closed off. What's worse is that Nagato loses her link with the Integrated Data Thought Entity, making her alone in this space. When Kyon goes to bed, a strange looking Mikuru appears. [Illustration 3] For Haruhi, Nagato, and Koizumi it was a weird Kyon. For Mikuru, it was a fake Haruhi that appeared. Nagato's fever rises and she collapses. In this time of crisis, Koizumi, Kyon, and Haruhi's wisdom combine to find Nagato's hint to escape.



Release Date:
April 1, 2005 (JP)
November 7, 2011

The Wavering of Haruhi Suzumiya



Well? What you think of this costume? It looks megas great, doesn't it?

Explanation

This volume collects four stories that were published in *The Sneaker* and one newly written story. These events take place during the cultural festival, the winter vacation trip and even one event in the new year.

We start with Haruhi's activities during the cultural festival in *Live a Live* (First printed in *The Sneaker* December 2004 edition) and then move to the SOS Brigade's film that was shown at said cultural festival *The Adventures of Mikuru Asahina: Episode 00* (First printed in *The Sneaker* February 2004 edition). Next is a love story surrounding Nagato (?) in *Love at First Sight* (First printed in *The Sneaker* October 2004 edition). Next is the mystery game Koizumi planned for the winter trip entitled *Where Did the Cat Go?* (Newly written). Finally we have an episode focusing on the time traveler Mikuru Asahina in *The Melancholy of Mikuru Asahina* (First printed in *The Sneaker* February 2005 edition).

The new character introduced in this novel is the boy that Haruhi tutors: Hakase-kun. Koizumi's board game collection grows, but most have to leave the clubroom during the end-of-year cleaning. In this novel, Kyon uses his favorite phrase "good grief" three times.

Story Chart

Live a Live



"Can't you walk with your own legs? C'mon, let's leap through every three steps and we'll climb the stairs in no time!" As the culture festival begins, the SOS Brigade's movie is safely being shown in the AV room. Kyon, Taniguchi, and Kunikida head towards the yakisoba café that Mikuru and Tsuruya-san's class is running and are stunned at their beauty. Following that, Kyon heads to the auditorium to listen to the wind ensemble club's performance. There he sees Haruhi (in her bunny girl costume) and Nagato playing with a band on stage. It seems they hurriedly learned the music to

substitute for the ill members of the band. Even Kyon admired Haruhi's performance. After the festival ends, Kyon chats with a pensive Haruhi in the courtyard.

The Adventures of Mikuru Asahina: Episode 00

"Mi, Mi, Mikuru Beam!" Mikuru Asahina is a battle waitress from the future. Her goal is to watch over one boy: Itsuki Koizumi, really an esper. But the evil alien magician Yuki Nagato also approaches to control his power. Protect Itsuki's power from Yuki's evil hands Mikuru! Directed and written by Haruhi Suzumiya. A SOS Brigade film that is entirely narrated by Kyon's point of view.

Love at First Sight

"If someone were to go crazy like that over me, I think I'd be happy..." As Christmas is over, and the end of the year winter vacation approaches, Kyon gets



a call from his middle school classmate Nakakawa. It sounds like he fell for a girl Kyon was walking with one night. That girl is Nagato. Somehow Kyon is able to get Nakakawa's love letterish words to her and she agrees to meet with him, kinda. All members of the SOS Brigade go to watch his American football game. During the game, Nakakawa gets injured. Nagato and Kyon visit him, but he seems strange..... Afterwards, Nagato tells Kyon the reason for his behavior. Nagato doesn't question why it happened the way it did.

Where Did the Cat Go?



"So Arakawa-san, where were you at 15:00?" It's December 31st and the SOS Brigade has returned from that snow mountain incident and is spending time inside. They play a game designed by Haruhi and enjoy their final day of the year. But then the main event of the trip, Koizumi's mystery game, begins. This time, the characters involved are Kyon, Haruhi, Nagato, Mikuru, Koizumi, Tsuruya-san, Kyon's sister, Shamisen, Mori, Arakawa, Keiichi, and Yukata. Again, Keiichi is found dead in his room. As expected, the culprit used a trick again... Can the great detective Haruhi solve this case?

The Melancholy of Mikuru Asahina

"Are you free this Sunday? There's a place I would like to visit with you." One day in the third semester the tired Mikuru invites Kyon out that weekend. Forced to keep it a secret from everyone, Kyon is ecstatic. And so, on their day off, these two go shopping and walking together. But it seems Mikuru has a different goal in mind. Suddenly a boy dashes into the street and is about to get hit by a car. Kyon just barely saves the boy. Mikuru is astonished by Kyon, but even more surprised by the boy's name. She makes him promise to be careful and they part. Afterwards, she explains herself to Kyon. That boy is a very important person in the future. Mikuru cries due to her inability to do anything. Kyon tries as best as he can to cheer her up. Surely his words and actions will be passed through to Mikuru somehow.





The Intrigues of Haruhi Suzumiya



There has to be a real reason. Asahina-san herself does not know. But, the her a little while into the future does seem to know.....

Explanation

A newly written long story. In the prologue, Kyon goes back to settle what was left undone in *Disappearance*. Having settled Nagato's problem, Kyon next reaches Mikuru's mystery. This story focuses on the relationship between Mikuru (big) and Mikuru (small) using the Sci-Fi time paradox theme as a base. As usual, Haruhi does whatever she wants. As February approaches, it seems she's got something on her mind. This enjoyable Sci-Fi story won't end here.

In this book more characters are introduced who have an agenda against the SOS Brigade. First is another time traveler (later named Fujiwara). Secondly we have a mysterious girl who's part of a group opposing Koizumi's "Organization" (later named Kyouko Tachibana). Not only that, but it's finally revealed that Tsuruya-san is a sponsor for the "Organization." And at the core, there's something complex going on with Haruhi.

In this story Koizumi plays solitary shogi and solves a jigsaw puzzle by himself. Kyon's catchphrase "good grief" is used nine times (twice when he's mocking himself). And Mikuru uses "classified information" a total of three times this novel.

Story Chart

Prologue

The SOS Brigade returns from their winter trip. Before he heads to his first shrine visit of the New Year, Kyon calls Mikuru and Nagato. He still hasn't traveled back to December 18th. They head back and use the correction program on the culprit and help the Kyon who gets stabbed. Afterwards, the SOS Brigade resumes normal operations. Outside of running a scene where Mikuru and Nagato toss out beans, Haruhi's quiet. Too quiet.

Chapter 1

It's the afternoon of February 3rd and Kyon is getting materials to help clean the SOS Brigade clubroom when he finds a Mikuru from 8 days in the future. She tells him that it was himself that sent her back, but she doesn't know why she's there. Kyon quickly gets her out of the clubroom and finds a message in his shoe locker. Of course it's from Mikuru (big). Kyon then takes her along to Nagato's apartment.

Chapter 2



The next day Kyon gets two messages from Mikuru (big). After school he goes to meet with Mikuru who left Nagato's apartment. She's very contentious of Mikuru's prescience. With nowhere else to go, they head to Tsuruya-san's house. They introduce this Mikuru as her twin sister "Michiru Asahina" and ask for shelter for her. Tsuruya-san agrees with a smile.

Chapter 3

Haruhi's still quiet. Kyon gets a letter from Mikuru (big) again the next day. He and Mikuru (small) follow the instructions and head to Mount Tsuruya. On the way back, Tsuruya-san hands over a treasure map. Of course Haruhi wants to see it immediately the next morning. She plans for the Brigade to go treasure hunting on the mountain. The following day, Mikuru (big) puts another letter for Kyon with some strange directions.

Chapter 4

It's now Friday and the Brigade heads to Mount Tsuruya. Kyon and Koizumi are in charge of digging while the three girls have a picnic with the lunch Mikuru brought. No matter how much the guys dug, they couldn't find anything. Not losing heart, Haruhi declares that they'll be patrolling the city again this weekend. Since it's the same day as Mikuru (big) planned, Kyon has to ask Nagato to create an opportunity for him to leave.

Chapter 5

The patrol in search of mysteries begins on Saturday. In the morning, the group is separated by gender. Koizumi advises Kyon to be cautious around Mikuru. In the afternoon Kyon and Nagato are paired and, due to their plan, he can meet with Mikuru. They head to follow Mikuru (big)'s instructions, but they find a strange man at the location. He knows all about Mikuru! After saying some crude words, he leaves and allows them to fulfill their task. According to Mikuru, that guy is a time traveler.



Chapter 6

Again they patrol the city on Sunday. Once again, Kyon is able to carry out Mikuru (big)'s plans with help from Nagato. But, after they finish the task, a passenger van suddenly appears! The people inside kidnap Mikuru in an instant. Kyon pursues the van with help from Arakawa and Mori. Keiichi and Yukata help capture the culprits while dressed as policemen. The group contains a strange girl and that mysterious time traveler. After some sharp remarks, they hand over Mikuru and leave.

Chapter 7



Haruhi calls Kyon that evening after the patrols end. She wants Kyon and Koizumi to dig again the next day on Mount Tsuruya. What they find is... After returning home, Kyon follows Mikuru (big)'s last instruction and head to a local park. There he finds Mikuru (big), who explains the weird instructions.

Epilogue

After his chat with Mikuru (big), Kyon tells Tsuruya-san where to dig. At that place she finds a strange artifact. After the handmade chocolate lottery finishes, Kyon hurriedly sends Mikuru back in time to 8 days ago.



The Indignation of Haruhi Suzumiya



You'll be writing anyhow, so no grumbling! And it better be amusing!

Explanation

This volume contains two stories that were published in *The Sneaker* over a period of months. They depict the changes occurring in March of the new year.

This time the student council is Haruhi's opponent. The Literature Club has to produce a bulletin in the novelty episode *Editor in Chief★Straight Ahead!* (First printed in *The Sneaker* August, October, December 2005 editions). Next is a request for the SOS Brigade to investigate a new mystery in *Wandering Shadow* (First printed in *The Sneaker* February and April 2006 editions). In *Editor in Chief*, the story uses the novel-inside-a-novel approach with Mikuru's fairy tale, Nagato's fantasy horror short, and Kyon's romance story. There are illustrations included with Mikuru's fairy tale (of course the illustrations were drawn by Noizi Itou).

Appearing in this novel is a new opponent: the student council president. He's an associate of Koizumi's "Organization" who has taken on quite the role to play. Koizumi and Kyon play Othello, which has been there since May. Kyon uses his catchphrase "good grief" four times. There's also a memorable joke by Nagato in this volume.

Story Chart

Editor in Chief★Straight Ahead!



"The SOS Brigade is made up of nothing but women (and men) of valor, who are invincible and know no mercy or fear. Even if you cry or kneel on the ground, we will not forgive you!" One day in the third semester Nagato is summoned to the student council room. They've just inaugurated a new president who wants to put the Literature Club on suspension due to lack of members. Kyon objects to it, but the new president will have none of it. That's when Haruhi comes into the matter. He orders Haruhi to produce a bulletin if the Literature Club is to continue.

But when Haruhi leaves, the new president's attitude drastically changes. He's a spy for Koizumi. The whole student council vs. SOS Brigade contest was all planned out by Koizumi. Not knowing this, Haruhi dons an "editor in chief" armband and commands the rest to write stories. Kyon gets a romance story, Koizumi will write a mystery, Mikuru chose a fairy tale, and Nagato ended up with a fantasy horror piece. Before he knows it, the computer society president, Taniguchi, Kunikida, and Tsuruya-san are all involved. Finally, Kyon writes a romance story using something from his past to guide him...But what will Editor Haruhi say when she reads it? Even more, what will Haruhi write about?



Wandering Shadow



"Mikuru-chan, do you know any incantations, spells, verses, or anything of the sort?" It's the middle of March and exams have finished. The whole school is competing in a sports tournament. Under Haruhi, class 1-5 flourishes in the volleyball matches. Haruhi's image has changed since they first viewed her as eccentric at the beginning of the year. And so a request comes to the SOS Brigade one day. Haruhi and Kyon's classmate Sakanaka claims to feel a ghost near her house. There's a point in a nearby park that dogs don't want to travel towards or they fall ill if they head near it. Haruhi has Mikuru dress up like a shrine maiden and they head to perform an exorcism. But the situation gets worse: Sakanaka's dog Rousseau has fallen ill.

According to Nagato, this is caused by a space-based data lifeform wedged in silicon. They lodge themselves inside the neural matter of dogs and act like a virus. Nagato receives instructions from the Integrated Data Thought Entity to preserve this organism without destroying it. In order to preserve the organism without destroying it, Nagato needs help applying a "cure." So Kyon brings Shamisen to act as Nagato's assistant while giving a cure...





The Disassociation of Haruhi Suzumiya



Maybe it's different for you, but I really hoped something like this would happen.

Explanation

A newly written long story. In this story Kyon and Haruhi have moved up a grade. Kyon's friend, Sasaki, makes her appearance when things were continuing as normal. Additionally, the esper, Kyoko Tachibana, and time traveler, Fujiwara, appear from *Intrigues* and are joined by an agent of the Sky Canopy Domain, who caused the incident in *Snow Mountain Syndrome*, named Kuyou Suou. In short, after interacting with the members of the SOS Brigade, these can be considered a fake SOS Brigade.

This work is unique in the series. Mid-way through the story, the world is split into side-by-side α and β world while the drama continues. Split by a telephone call, Haruhi begins the SOS Brigade entrance trials in the α world while the drama with Sasaki continues in the β world. This new depiction of simultaneous progression in split worlds is an experimental style for the *Haruhi Suzumiya* series.

In this volume, the board game maniac Koizumi plays gobang and works on go problems. As always, his skill level is stuck at beginner. Kyon says his favorite phrase "good grief" three times.

Even more, this story isn't finished in this novel. It continues in *Astonishment (First/Final)*.

Story Chart

Prologue



It's April and Kyon has moved to being a junior. He's still in the same class as Haruhi, Taniguchi, and Kunikida. Even Okabe continues on as their homeroom teacher. Kyon's still in shock at who could've pulled this off as Haruhi's still sitting behind him as well! And so a few days after the school year starts Haruhi gets into a confrontation with the student council president as the club exposition starts after school ends. Haruhi triumphantly pulls off a showing for the trailer of their film *The Revenge of Yuki Nagato: Episode 00*. Even still, Koizumi has some uneasiness inside him. He mentions how Haruhi is creating more Closed Spaces and <Celestial>s lately. He asks Kyon to remember what caused this increase.

Kyon recalls that event on the final day of their spring vacation. Kyon was on his way to the meeting place for their trip to the flea market where he ran into his old friend Sasaki, who he hadn't seen in a year. Then the rest of the Brigade finds him with her. She introduces herself as a "close friend" of Kyon's to Haruhi. And so that's the cause of the problem.

Chapter 1

It's Friday and the first SOS Brigade meeting of the year is held. Haruhi declares that they'll be heading on the first patrol of the year the next day. And so Kyon ends up meeting Sasaki again the next day on his way to the patrol. But she has two people beside her. One is the girl involved in the kidnapping of Mikuru, Kyouko Tachibana. The other is a girl with a strange atmosphere around her. This Kuyou Suou is wearing a Kouyouen Academy uniform. Kyon is able to see that she's another interface created by a cosmic data being. Soon the three girls are found by the SOS Brigade members. Nagato and Kuyou glare

at each other. While the mystery patrol was fun, the world ends up splitting that night. Kyon gets a phone call that night from a girl. His sister brings it to him and when he puts his ear to the receiver, the world splits.

Chapter 2

"I will ask you again. Which do you prefer? A god that may accidentally destroy the world, or a god with general knowledge that may not do anything, but does not attempt to destroy it either?"

α world - The person on the other line is a girl Kyon doesn't know. "It's me, I'm Wata-a-shi." Kyon has a mysterious feeling as soon as he hangs up the phone. He calls Koizumi and they chat about the threat Kyouko Tachibana and Kuyou Suou pose. Kyon changes his mind and spends Sunday lazing about.

β world - Sasaki's on the other line and asks Kyon to meet with her tomorrow at the coffee lounge by the station. Afterwards Kyon calls Koizumi and they talk about Kyouko Tachibana's group of espers that oppose the "Organization." He then calls Nagato, who tells him that the Integrated Data Thought Entity has called Kuyou Suou's different cosmic being the "Sky Canopy Domain." And then on Sunday Kyon meets with Sasaki, Kyouko Tachibana, Kuyou Suou, and the time traveler who gives his name as Fujiwara. Their goal is to transfer Haruhi's power to Sasaki. During the middle of the meeting Emiri Kimidori appears as a waitress and the tension rises with Kuyou. The meeting ends with a failure to reach agreement.



Chapter 3

The split worlds continue

α world - It's Monday and Kyon asks about Kuyou Suou to Nagato. Then Haruhi tutors him for the next day's math quiz. Finally, once Haruhi reaches her chair, the Entrance trials begin. There are 7 boys and 4, no 5, girls wanting to become Brigade members. "I only hoped to find some people with zeal, but just zeal is not enough, that first year has to pass all my Brigade entrance trials as well."

β world - It's Monday and Kyon falls asleep during class. He dreams of a conversation he had with Sasaki during their final year in middle school. After school he heads to the SOS Brigade clubroom to find that Nagato isn't there. Haruhi calls Nagato, who tells her that her fever is rising. Koizumi tells Kyon that he thinks this is the beginning of the invasion by that alien group. The Brigade rushes to Nagato's apartment.



The Astonishment of Haruhi Suzumiya
 (First)/(Final)



It's not just that the SOS Brigade has us as the members, but that it is the SOS Brigade because it has us as the members.

Explanation

A newly written long story that continues from the previous work: *Dissassociation*. Look as *Final Part* concludes the event that split the world into α and β . A new character, Yasumi Watahashi, makes her debut in this book. This girl was the only freshman to pass the SOS Brigade application tests. Her mysterious actions lead Kyon astray.

A little bit of Haruhi's family situation, which hasn't been touched upon until now, is made clear. Haruhi's mother is poor at cooking due to her inability to sense flavors. Thanks to that Haruhi began cooking for herself and became quite good at it. We also find out that she lives in an ordinary two-story house... While she's very eccentric at North High, it appears she's quite the normal girl at her home.

The board game lover Koizumi turns to new games like trump and concentration. Besides UNO, Chinese and Japanese versions of chess are played as well. Yasumi updates the SOS Brigade's website and the Computer Club President presents the newly updated The Day of Sagittarius 5 now with online support! Kyon's favorite phrase "Good Grief" is used for misfiring. It only takes one "Good Grief" for a player to shake their head.

Story Chart

First Part – α world:

Monday ends tranquilly for the SOS Brigade. On Tuesday the second part of the SOS Brigade application tests began. There are three boys and three girls left who wish to join the Brigade. Haruhi dons an examiner armband and gives out a prepared written test. Well, it's more like a questionnaire than a test. Koizumi thinks it's a thought experiment as well. Next, on Wednesday, Haruhi begins the final test for the Brigade applications. There are five people left: three boys and two girls. The final test: a limitless marathon. The reckless endurance test will continue around the sports grounds until there is only one person remaining. Haruhi continues to outpace the freshmen, who one-by-one drop out. Before long, the grounds become littered with corpses, but the marathon continues forward. Finally Haruhi declares the time for the marathon to be over. Surprisingly thereafter, there is a freshman who is able to cross the goal line. That person wearing a baggy track uniform and smiley faced hair ornaments adorning her head is Yasumi Watahashi. From what she answered in the questionnaire, it's easy to tell that this girl desperately wanted to join the SOS Brigade. Once she gives her full name, Kyon remembers that this might be the girl who called his house before. So was that phone call from Yasumi....

First Part – β world:



After school on Monday Haruhi finds out that Nagato has been bedridden. She, Kyon, Mikuru and Koizumi run to her apartment. Haruhi makes her original vegetable soup for Nagato to become better. Kyon is able to get Nagato's messages from his cell phone and finds that the source of her illness is Kuyou Suou. He immediately rushes out in anger and meets Kuyou at a railroad

crossing. It was as if she was waiting for Kyon... As her hand reaches out to touch Kyon a female voice interrupts her. Once again appearing, it was the previously deleted alien interface Ryouko Asakura. Time had frozen between the two aliens when all of a sudden Emiri Kimidori appears. Kuyou escapes and Asakura again disappears. The next day Kyon meets with Sasaki, Kyouko Tachibana, Kuyou, and Fujiwara in a coffee lounge. They reaffirm their goal is to transfer Haruhi's powers to Sasaki. On Wednesday Kyon is returning home from playing catch with Koizumi when he discovers Sasaki is in his house. Sasaki did not want to go along with the plans of Tachibana's group.



Final Part

It's Thursday in the α world. Yasumi becomes a full-fledged SOS Brigade member. By orders of the Brigade leader Haruhi she is to improve the website of the Brigade to Haruhi's satisfaction. It seems that the path to becoming a true brigade member is quite strict for a new person. While looking at Yasumi happily completing her task, Kyon and Koizumi play catch. According to Koizumi, Haruhi unconsciously wanted someone to join the Brigade and thus Yasumi joined. That same day Kyon ended up meeting Yasumi when he went home. But Yasumi left, saying "I just wanted to see an ordinary sempai's room." On Friday Yasumi left a message for Kyon to come to the SOS Brigade clubroom. There Kyon and Yasumi had some unexpected visitors...

It's Thursday in the β world. Kyon listens to Taniguchi's heartbroken story. The person Taniguchi was dating for a short while from December was surprising. As usual he was greeting her as they met but one day she said "I made a mistake," and broke their relationship. Taniguchi said he was shocked after hearing those words. Kyon gives Taniguchi some praise. After that, he meets an unknown girl in the SOS Brigade clubroom. "Oops. It seems I made a mistake," said the girl as she disappeared. Kyon gets in touch with Sasaki after he returns home. Fujiwara proposes to get everyone together again. Kyon prepares himself as the conclusion settles in. Finally, on Friday they meet in front of the station and head towards North High. There Sasaki creates closed space and they head inside. But in there Kyon meets some unexpected people...

(translator note: The original copy ends here to entice readers to finish the story in the novels. For the end, please finish *The Astonishment of Haruhi Suzumiya (Final Part)* (released as "The Surprise of Haruhi Suzumiya") and continue from chapter 9)

Chapter 3

Questions and Answers

50 questions and their corresponding answers for both Nagaru Tanigawa and Noizi Itou. These questions range from *Haruhi*-related information as well as private information. Fans may be *astonished* by these answers!

Part I: Nagaru Tanigawa Collection

1. Of the Haruhi Suzumiya series which is the character you like best (or is most impressive)?

Haruhi. She's the beginning of it all and one day will be the end.

2. What's your favorite story?

If I had to say one it'd be *Bamboo Leaf Rhapsody*. Thanks to that story being written, I was able to compose *Disappearance*.

3. Are there any rules or guidelines you go by when you compose a title in the series?

Well, they have to all be *The (blank) of Haruhi Suzumiya*, but that (blank) has to correlate to something in the book. If I choose a title that's misdirecting, then that would give off a negative image.

4. How were you able to come up with Haruhi, Nagato, and Mikuru's characters?

They were unchanged from the beginning. As characters, Haruhi gives off a high-tension image, Nagato is more of a low tension character and somewhere in the middle is Mikuru. They all just happened to be like that.

5. Who do you think is the strongest between the aliens, time travelers, espers, and sliders?

That depends on the situation they're in. Don't forget that humans are pretty resilient too.

6. Please give some advice to any Haruhi cosplayers.

When performing as someone you like you have to be in the mental shape of the character.

7. Are there plans to introduce new characters in future works?

Classified information.

8. What ideas for future works have you thought about?

Very classified information.

9. Do you have any plans for the members of the SOS Brigade will do after graduation?

That's also classified information. Well, really I don't know myself.

10. Who do you think you most resemble in the SOS Brigade?

I'd have to go outside the Brigade and say Taniguchi. Ideally I'd like to be like Koizumi, but I don't think I'm suited to fulfill that spot.

11. Haruhi always keeps an eye on events that happen each season. Tanigawa-sensei, do you have any plans for this summer?

I tend to let the seasons pass without doing anything special in particular. Occasionally now I end up forgetting what month, date, or even day it is right now.

12. Please tell us what is the best summer you had forgotten about.

I suppose it would be the summer of my second year in high school. Instead of studying like I should have been doing, I was busy writing stories in my notebook. Even now I tend to blush when I think about it.

13. In the postscript for *Intrigue*, you wrote about "Strange enigmatic transmissions [in my] notes." Would you mind expanding on that for us?

When I was in middle school, I started a notebook that was full of joking things. When I had a joke for a story I would write it down. Eventually it became my everyday habit to think and write in that notebook. It's already been ten-odd years since I started that and through countless books. I'm sure if I read through them now they wouldn't be interesting.... or perhaps I should say that I shouldn't re-read them again. Whatever I wrote about is likely buried deep in the gaps of my memories by now.

14. What's your favorite genre of books?

Foreign sci-fi and Japanese classic mysteries.

15. What's your favorite type of game?

Strategy simulations and shooting games.

16. What's your favorite sport?

American football. Of course that's only watching, not playing.

17. What's your favorite food?

Spicy curry.

18. What don't you like to eat?

Raw eggs and eggplant.

19. What is your favorite brand of cigarettes?

As long as the smoke rises anything would be good for me.

20. What's your favorite kind of alcohol?

Beer.

21. What is your favorite movie?

Among other things, my favorites would be *The Hidden* and *Killing Time*.

22. Do you keep any pets?

While she's not male, I do have a tortoise shell cat. Already she's twenty years old now.

23. What kind of music do you listen to while writing?

I have to have a soundless environment while writing or else I can't concentrate.

24. What must you have beside you when you are writing?

Tea and a Japanese dictionary.

25. What do you do when you're discouraged when writing?

I lie down in bed or go take a bath.

26. What did you do when you were a student? Was there something like the SOS Brigade in your school?

I didn't have that type of experience at all. There wasn't anything like the SOS Brigade that I know of. To answer your first question, I thought preparing for the cultural festival was very fun.

27. Please tell us any special memories you had from your high school days.

You might be surprised, but there's none from those three years. The only thing I can remember is breaking the rules by coming on bike for those three years.

28. Do you have any memories from your school festivals?

The only thing I remember is the art club and another class that had a fried soba café. I wasn't able to enter that shop though.

29. What was your favorite subject in school?

World history.

30. Do you have any policies when you play mahjong?

Just don't disturb the field.

31. Up until now, what was the best game of mahjong that you remember?

On the last turn one time I was able to turn it around and get a little four winds yakuman.

32. How old were you when you rode a motorcycle for the first time?

I was about 22 when I rode my coworker's worn-out FZR.

33. What kind of motorcycles do you ride now?

Just a little while ago my bike was decommissioned, so I'm not riding anything now.

34. How old were you when you had your first love? What kind of person was she?

It was in kindergarten.... no, elementary school.... no, it was middle school when I met her. She was a little bit of an airhead if I remember. I can't remember anything else.

35. How old were you when you wrote your first story? What was it about?

It was in my second year of middle school when I wrote about my classmate N as a protagonist in a gag short story. Incidentally, he never got to see it.

36. Do you wear glasses, contacts, or do you go without eye correction?

Up until now I've went without, glasses, contacts (that I kept losing), and then glasses.

37. What image is on your cell phone now?

That image that Noizi Itou-san drew of Haruhi for charity efforts for the Great Earthquake.

38. You were a manager for an apparel shop at one time if I remember. Do you have any stories from then?

I remember one girl who was a part-timer that came in and was talking on her phone. She got into a fight with her older brother and was late due to him.

39. Please tell us about the history of your pen name.

Well, already I'm starting to regret the specifics of it. Now what I chose as "Nagaru" ends up having to be written as "Ryuu." I'm already forced to write my name as "Tanigawa Ryuu" in order to properly identify myself. Other than that, everything has been fine.

40. Please tell us what you think of the new head of the Sneaker Bunko editorial department.

After being married he's often truly happily boasting about his wife and dog. He's also got an interesting name too.

41. Was there anything that impressed you during the exchange of information with the new head?

During the correction of the manuscript, we were able to fix almost half of all the mistakes right there.

42. Are you a morning, afternoon, or evening person?

Easily a super late night person. Around midnight or at least after ten is when I most prefer it.

43. It's now May of 2011. Is there anything you really wish for now?

I'd like a robot maid who specializes in cleaning after cats and who can also help prepare me to ride the bullet trains.

44. What historical figure do you like best?

Cao Cao.

45. If it's possible to freely go to the past, what year would you go to and what would you do?

I'd go to the 1994 *Imora Circuit* race before the Sena machine ruined it.

46. Up until now, who would you say most influenced you? (excluding family)

My classmate Y-kun who I shared classes with from 4th year of elementary school until the first year of middle school.

47. What do you find yourself most enthused about in your spare time recently?

I arbitrarily think about historical riddles and try to come to my own conclusion for them.

48. Please tell us what you look forward to in the future.

I hope to continue working hard and trying my best not to be a bother to anyone.

49. What were your thoughts about the worldwide simultaneous release of *The Astonishment of Haruhi Suzumiya*?

It was an extreme honor. I never imagined when I submitted *Melancholy* to the *Sneaker Grand Prize* that it would win much less be immensely popular not only in Japan, but around the world as well. I had only thought of a title about ten seconds before the due date when I submitted it and I was lucky that it became so popular. Fortune is truly an unpredictable thing.

50. Please give a message to the fans who are awaiting your next work.

To everyone reading, please continue living your life the way you think best. We'll all do our best from here on.

Part II: Noizi Itou Collection

1. Of the Haruhi Suzumiya series which is the character you like best (or is most impressive)?

I love all five SOS Brigade members. I couldn't possibly choose just one. My most impressive character is Sasaki. In *Astonishment*, she was always one step above everyone else thus I drew many pictures of her.

2. What's your favorite story?

It has to be the first story *Melancholy*. It's the one book I think is most concentrated on just the SOS Brigade.

3. Are there any rules or guidelines you go by when you draw Haruhi illustrations?

When I draw Haruhi characters, I try to draw freely in order to capture the strong intentions of the characters in the images.

4. When designing *Astonishment*'s new character, Yasumi, what points were you thinking about in her design?

I went mostly by how it was described in the book: smiley face on her hair and wearing a very baggy uniform.

5. Please tell us any memories you have from designing Haruhi, Nagato, and Mikuru in *Melancholy*.

Miraculously I had no problems with designing those three. Almost instantly an appropriate image popped into my head. If I had any problems it was the difference in height (there is a slight difference) between Nagato and Mikuru.

6. We've seen the adult version of Mikuru. How do you think the grown-up version of Haruhi and Nagato would look?

Well, you get to see a glimpse of how Haruhi looks this time in *Astonishment*. I have an idea of how that Haruhi looks, but right now it's stuck inside of my head....it's almost like a dream now (laughs). As for Nagato, I can't think of how she would grow older. I'd think an adult version of Nagato would look just like she does now (laughs).

7. Who do you think is the strongest between the aliens, time travelers, espers, and sliders?

Probably aliens, right? But they still stand no chance against Haruhi (laughs).

8. Please give some advice to any Haruhi cosplayers.

When I was designing her, the female uniform itself has this very vivid blue cloth that instantly came to me. Don't forget that the neckline ends in a V in order to imitate the North High uniform.

9. Please tell us if you have spoken with Tanigawa-sensei about the events that happen from here on.

I get the sense that big events such like the ones that happened in *Disappearance* and *Astonishment* will happen in the future. It's on the scale of things that involve the whole world.

10. Who do you think you most resemble in the SOS Brigade?

I can't say I resemble any of them. If I have to pick one it'd be Kyon. His soul's voice tends to penetrate fiercely.

11. Haruhi always keeps an eye on events that happen each season. Itou-sensei, do you have any plans for this summer?

I've not really decided on anything yet.... probably I'll end up doing normal summer activities (like going to the beach).

12. Please tell us any impressions you have of the Haruhi fans when you've given autographs.

I've seen both Japanese and international fans who both enjoy the works as well as seen all emotions from tears to smiling faces. It's very surprising yet wonderful at the same time. The fans were dancing to *Hare Hare* when I went to France! It was quite impressive.

13. Haruhi always keeps an eye on events that happen each year. Itou-sensei, do you have any big event you look forward to each year?

It'd have to be New Year's Day. That day I can choose whether I want to be very busy or slowly get through the day.

14. What's your favorite genre of books?

I like mysteries and scary stories.

15. What's your favorite type of game?

I haven't played many lately but I do enjoy playing RPGs.

16. What's your favorite sport?

If pushed I'd have to say indoor events. When I was in middle school I was on the badminton club, but I've not played in such a long time.

17. What's your favorite food?

I like spicy foods. Oh, and sweet or salty foods are good too.

18. What don't you like to eat?

I can't think of anything but I've not eaten sashimi yet.

19. Please tell us what your favorite item you've bought lately would be.

When I was in South Korea I went into a Banila co store and bought this hand cream. It's so smooth!

20. What creators are you taking notice of lately?

My schedule is too hectic to take note of people, but I know that Mebae-san and Hidari-san have good taste.

21. Please tell us any movies you like.

I like horror movies; in particular vampire and gothic horror films.

22. Do you keep any pets?

I'd like to get a dog or cat but right now I have a *Melopsittacus undulatus* (parakeet).

23. What kind of music do you listen to while drawing?

I can hear anything and make progress, but quiet is nice too. I do like to listen to techno and pop genres though. M-flo, Nakata, and Sutaka bring good feelings to me.

24. What must you have beside you when you are drawing?

Eye drops.

25. What do you do when you're discouraged when drawing?

I do something different like go to bed.

26. What did you do when you were a student? Was there something like the SOS Brigade in your school?

There wasn't any nonsense like that at my school. I did pass the time by drawing pictures of my classmates. It was very ordinary.

27. Please tell us any special memories you had from your high school days.

Well... One of my friends fell in love with our teacher and I got ambushed every day to listen to her. Again, that's just ordinary life.

28. Do you have any memories from your school festivals?

I was in the art club so I remember frantically trying to finish my oil paintings.

29. What was your favorite subject in school?

I'd like to say the fine arts, but they weren't my strong points at that time. It'd have to be Japanese.

30. You have a very enjoyable motif in your drawings. Do you have anything that stands out as fun?

Since I'm usually drawing young girls the fluttering ribbons are what stand out. That and the lines around the fingers/toes.

31. What do you think is the most important point when drawing girls?

It has to be their facial expressions. The face is how their character comes together.

32. You used to work in the game industry. What did you learn there that helped you when illustrating novels?

How to finely draw the characters. In the industry there are times where there are only slight differences in the characters so you end up having to re-draw them over and over. That helped a lot.

33. You've drawn Haruhi several times. Is there any particular one that is memorable to you?

I drew the three girls with a giant "BANG!" for some type of campaign. I've used that several times as it's my favorite.

34. How old were you when you had your first love? What kind of person was he?

It was a refreshing boy in my elementary school class (laugh). All of the girls in our class had a crush on him.

35. How old were you when you drew your first illustration?

I had been scribbling since kindergarten but it was officially when I was in middle school that I started illustrating.

36. Do you wear glasses, contacts, or do you go without eye correction?

No glasses at all. I have super great eyesight.

37. What image is on your cell phone now?

Just a default image. That Q-pot is really cute!

38. Has anyone among your family or friends stopped and talked to you about Haruhi?

The child of my mother's tennis partner loves Haruhi and so we talk from time to time (laugh). It's alright though.

39. Please tell us about the history of your pen name.

I just borrowed the two names of musicians I liked and combined them into one.

40. Please tell us what you think of the new head of the Sneaker Bunko editorial department.

As we've worked together on various things he's always had some wise choices to help me. I had that impression of him when we met for the first time after he requested an illustration. I was so nervous.

41. Please tell us any memories you have with the new heads.

From U-san I received some homemade candy and from the handsome I-san I got a beer mug for White Day presents (laughs).

42. Are you a morning, afternoon, or evening person?

I'm a morning person, but I don't mind working until late at night to finish an illustration.

43. Is there anything you really wish for now?

I'd like a cat. At times I have a freeloading parrot that comes by and I think he'd stop with a cat in the house (laughs).

44. What spots would you like to visit?

I'd like to go to Isetan but I'd also like to go to Umeda as well.

45. If it's possible to freely go to the past, what year would you go to and what would you do?

I don't really look back into the past too much. If I had to go somewhere it'd probably be sometime I already experienced (laughs).

46. Up until now, who would you say most influenced you?

Kokawayun-sensei at Capcom immensely influenced me.

47. What do you find yourself most enthused about in your spare time recently?

I've got too many side interests that I'm not that interested in. If pressed I'd say hand creams?

48. Please tell us what you look forward to in the future.

I hope to continue living in harmony with my family and pet.

49. What were your thoughts about the worldwide simultaneous release of *The Astonishment of Haruhi Suzumiya*?

It was an extreme honor for my work to be thought of so highly around the world. It's an immense pressure that I want to yell sometimes.

50. Please give a message to the fans who are awaiting your next work.

I too look forward to see what Haruhi and everyone gets into next. "I look forward to the next situation!" is what I would send as a fan letter to Tanigawa-sensei. Surely he would make it very exciting (raising expectations).

Chapter 4

Reprinted Manuscript

This relates to the Endless Eight arc in the 2009 airing of the TV Anime series. During that time, Nagaru Tanigawa wrote an enquiry piece entitled A Study in August which ran in the October 2009 edition of The Sneaker.

We should start with a definition of a "Time loop." Time, as well as space, has looped around, or in other words "gone on a rampage and returned back to a starting point." This work contains that story element inside of it. Let's be even more direct: time begins at a point we'll call A and moves towards the future to a point that we'll call B. Instead of moving to B, the entire world itself in the story moves back towards A.

However, I must confess that there are some serious contradictions in this "time loop" definition.

First and foremost, we have to figure out if this is a "phenomenon limited only to our characters in the world" or is it that "everyone in the world is forcibly looped between the same time and space". They're somewhat similar, yet different in execution.

In regards to the looping stories and how it affects the world, the difference between the two can be summed up in one sentence. However, it's a bit difficult to understand, so we'll talk about that later.

So when one uses this theme of time, more specifically a time loop, we on the outside look at it as more like a science-fiction phenomenon that we've seen before.

Either one of the two definitions that I mentioned can be summed in a phrase that is easy to understand. What's called a removal from time can easily be thought of as "time travelling."

When one person time travels (and only that one) to a time in the past, then perhaps we can say that, with the exception of that person, time itself has looped. As soon as that person arrives, then time should move according to that person's memories. Of course, if time doesn't move according to that person's memories, then we should be able to assume that the act of time travelling changed history. That would bring up a different theme: the one we call a time paradox.

Therefore we should begin to think of a time loop story as simply time travelling. However, there aren't many stories that involve time looping. But we all should have experienced something along those lines. Think about hitting the reset button on a console or computer game. It's not quite the same since life doesn't contain a reset button that anyone could hit, but it's an apt comparison.

Needless to say, all of our playing time erases when we hit the reset button. Thus we have to continue playing from where we left off after triggering a save point. Thus, to our player character, it won't appear as if time has looped. As we reset, the memories of that character disappear and again they encounter points for the first time. Conversely, we control that character through events that we've seen before, thus we see the loop while our character can't.

However if we reset and load and our character retains those memories, then it is as if that character has time traveled and is puzzled as to why they have done so. Thus while they are confused, it is we, the player, who know the reality of the resetting.

So I bring this up because unless we have an observer's point-of-view, there is no way for us to tell if time has looped or not. In short, the game (or world) can loop and we will never know if it happened. Excluding rare cases of course.

"What about in those rare cases you mentioned?"

"Let's think of an example. Let's say we are in a virtual reality that is different than our own. As an inhabitant of that world, our senses are limited to that world. Even though it is a reality that we have created, we are still no more than one part of that world. Thusly, it's not out of the possibilities to think that one would think of that as a real world. They wouldn't think that world has been reset at all."

"In that situation, how would they perceive the true reality?"

"It's simple: they can't. It's just our lives here."

"What about our lives?"

"That should go without saying. Only if we remove ourselves from this world will we know the truth. Take a look here."

We'll continue with our game example, but this time a lot of people know that time is looping. They'll continue their scenario again and again as time permits until one time it's different and they reach the conclusion. Our player characters don't know how many times it took until we reach the true ending, except in rare cases as I mentioned before. Even though all of the characters in the world reach that ending, we only play as one character, thus we can believe that there is only one true ending. The only reason we know that is true is by staying by our person. We simply know that we'll repeat that same procedure again and again. But that one ending may not be true in life or stories. There are multiple versions and as such, different player characters may not all end the same.

That is the biggest question in a world with a time loop. It's the real question.

For inhabitants of a time looping world, they will cease to be at every loop minus the last one. So which direction do they go in?

Let us think about time travelling again. First it is necessary that we state the specifics of what type of time travel we talk about. Let's set up the three different types of time travel that we can broadly define. In our story, Person A will travel back around three days. The first type of travel:

A travels back three days and meets that time period's version of themselves.

This isn't outside the realm of possibility. Considering that A would typically follow their typical routine, it'd be natural for them to meet somewhere. Our question would be if history is changed due to the two As meeting. The A from three days ago didn't meet a version of themselves and thus history becomes changed due that simple action. Unfortunately going further down that line of thought brings about time paradoxes.

And such the second type:

A travels back three days and replaces that time period's version of themselves.

This has to be under special conditions. For that to happen, the three day old version of A has to disappear somehow we won't know about. A would be acting as usual and then at a point in time the three day old version of A would be erased. After that, our version of A would be the only A in existence. Using this in a story has no problems with consistency or time paradoxes.

The third type has some special characteristics:

A travels back three days and merges bodies with that time period's version of themselves.

Somewhat similar to the second type mentioned, but unlike that type, only the mind of A is sent backwards. The mind of Past A and Future A meet and at that time they unite in Past A's head. Regardless of whichever one is stronger, both form in one whole because until three days ago, they were the same exact person. This becomes unrelated to any time paradoxes now. Three days is a long span, but this method could be used for a story when A (16) wants to redo their life and travels back to A (infant).

And so those are the three types of traveling that we can recognize. Type one is the only one that we can say triggers a time paradox as the point in time for two and three is instantly changed when the time travel occurs.

There's no problem with the world moving forward in the second type. With the exception of A, the world is the exact same as it was three days ago and thus can slowly progress forward (though not to the exact same point as in the original world). Thus there are no contradictions. The only differences are dependent upon what the different A chooses to do.

The third type is a perfect "reset and loop." Once A moves backwards the entire world is liable to change as if it is reset; yet A's memories may be the only thing not reset as a condition of the time travel theme. If that is the case, then it wouldn't be too much to say that this is a normal time looping pattern. Outside of A's memories being present or not, the world would not be affected by the time travel and thus continue to loop.

Thus we can see that time travelling isn't individualistic; it goes around and can affect the whole world. So we can conclude from that theory that time travel isn't always equal to time looping.

Again, let's refer back to the game example.

In a game it is possible to reset, especially when the game has multiple endings and different scenarios. In that case, every time a character changes paths, then the world branches off. In those situations, the other characters may not be relevant anymore. That's due to their world being erased every time the world is reset and replayed again.

When thinking about these situations, quantum physics may be the best thing to use since this reality is full of variables we know nothing about. That is why those theories came about. Quantum physics should have an explanation for these situations, but because the details are so varied, it may be best for someone to first Google the basics.

Light and wave in the form of particles have many special properties. In addition, there is a strange occurrence when you remove wave forms. You'll get a strange duality where you have removed particles, yet you can still bump into something. And so we observe that light operates like waves sometimes just like particles can act like waves.

Then in what state is there light when nothing else is observed? That answer depends when you ask it like that. It's difficult to say exactly where waves and particles are exactly. In other words, only when we steady either of those, we can determine if they are light, elements, atoms, electrons, or any other micro molecule. We ourselves can be condensed down into gatherings of small particles. Thus we too share that uncertainty that light has.

I won't go into the rest of the details, but let's move forward to that famous Schrödinger's cat experiment. First he prepared a box where light could not shine through and installed poison gas equipment inside of it as well as three cats to place inside. He found that after thirty seconds of poison gas being pumped inside, anything had a 50% chance of living. So he tossed a cat inside and let thirty seconds pass by. At that time, was the cat alive or dead?

Unless we open the box, we're not able to say if the cat is alive or dead. The cat is in a big state of uncertainty where there's a 50% chance of the cat living or dying. One could say the cat is half dead. However, if we could have light pass through and move any subatomic particles away with some force, we'd still see that the cat isn't moving and is still in a life-or-death situation because the box hasn't opened. It's somewhat amusing to think about it. This situation requires quantum physics to theorize and as such I ask that you please look up the basics before going into further details.

Forcibly, I have to move onward.

Neither life or death can be decided until we open the lid. Both outcomes are still linked. This poor cat should be in a reality like our game we talked about earlier.

"In a case where characters are in a fictional world that is looping, outside of the final loop, will they live or will they die?"

For that question here is my answer: "They will continue to live on, but when the final loop is decided, they will disappear."

I would explain it as though until the final loop occurs in a world that has looped however many times, the current state simply superimposes itself over past loops and thus everything is still moving about like waves. Once the final loop occurs, the particles become fixed and stable. This is related to the "Copenhagen interpretation" in quantum physics. As for what that interpretation means..(rest omitted)

So for the world's potential to have a choice only occurs when there is someone watching is somewhat beautiful. Think about it; in nature, we only know things occur because someone took the task of observing it to happen. Everyone is speculating as to what happens in life, particularly authors and similar roles who are already processing information through their cranium. Inside their heads are waves flowing with the possibilities of stories that may never exist until they are down as letters or images.

But this is naturally good for us. Out of infinite choices, only the best come out. Anyone would guess that this is far from being a mistake, but...

But the characters in a story world are simply waves. Their intentions as well, regardless of the character, are actually manipulated by outside observers and their own intentions.

For them, in their world that is looping, there is only one reality each time it loops. There are parallel timelines that span throughout the same time-space yet they are not aware nor perceive them. It's just like how we cannot perceive a parallel world to ours.

For example, let us say that we reset that world. The people inside it see no changes to their unique reality. In order to solve that situation, we must become the player, or in other words, press the reset button. Then all of that world can start over again without any mistakes. But if we make a mistake, we can leave the characters in that world behind forever and move on. If we don't assume that the world diverges from that point and a new world superimposes on that one, then the world that contains those mistakes is still a reality. Perhaps the characters in that world may feel as though they were miserably cursed by God as they say farewell to their lives.

Worlds remaining separate and not coming together is part of the multiple worlds portion of quantum physics. It's the kind of logic that assumes that after every choice we make another world and another timeline is split off. The explanation behind multiple worlds is (excluded) but can be explained by an example of playing the lottery. The possibility of winning is quite low, but the chances can be infinite. Among the worlds that diverge from your choice, in one you must have the winning ticket. However, you miss in the remaining worlds. While it's disconnected, you may be able to experience going to that diverged world and as such you play with those happy feelings in mind.

Incidentally, I've not won the lottery. Or rather I should say that this version of myself only remembers the discomfort of losing. Somewhere there may be a parallel world where I am not remembering that discomfort and am living peacefully, yet I don't antagonize over it. Though there remains a possibility that the me now and the me in that world may replace each other, it would only be a story.

And so it has become necessary for me to slowly conclude this inquiry on the remaining pieces of paper I have left. I think I'll make a list of points I've made in this long thought experiment and then conclude.

- Time loops cannot break out of a time paradox

- Only an observer can tell the difference between time travel and time loops.
- Rather than narrative demands, the destiny of characters depends on the creator or player. In that scenario, the characters have the right to rebel against those beings.
- Einstein and quantum physics weren't able to hit it off (For details Google EPR paradox)
- This inquiry is simply myself raising questions and should in no means be seen as the conclusion. This is only my own neural discharges and as such I am happy if anyone points out differences or where I have made mistakes.

Finally, the majority of people think that the diverging worlds reality question is not true and can only be in fiction or some other literary work. To be frank, I agree with that assumption from what I have researched under the multiple worlds theory unless we have made a mistake in our methods.

As for the cat placed in a box experiment, both possibilities exist for a living cat or a dead cat. The fact is that we cannot observe a living cat and a dead cat at the same time. Or shall I say that we cannot see a cat that is 50% alive.

The reply is simple from the multiple worlds theory. The worlds have split and we are not observers able to see the cat. At the very moment we open the box and see a living cat or a dead cat, the divergence has finished. Therefore we can say that in order to see the cat's actual state, we diverge the world itself. It's not possible for us to see both a living cat and a dead cat, so at that point in time the world moves down a particular route. We are not able to observe the state of the cat outside of that point in time in this world.

If you have come to a crossroads before and chosen one path, it is not possible for you to return to those crossroads in the past and choose a different path. That is because a different you has already gone down that path.

As humans, we forget things frequently. Therefore if you remember one thing in this story, remember to swim. Those who swim and enjoy it tend to win. So thank you all for reading these poor sentences and becoming confused. See you again.

Chapter 5

Roundtable discussion

In April 2004, after *The Astonishment of Haruhi Suzumiya* was completed, Nagaru Tanigawa, Noizi Itou, and a couple of editors had a roundtable discussion. Topics included the pets at the Tanigawa household, an episode during school days, and more....

Moderator: Today we will have a *The Astonishment of Haruhi Suzumiya* author/illustrator/editor discussion. Thank you very much for coming today.

Itou: When the Sendai Earthquake hit, my first thoughts were “Wow, Haruhi’s power is amazing!” I was happy to see and receive so many messages of “I’m still going,” and others like that. I just had to draw Haruhi, but I’m sorry that I drew her without permission from anyone...

Tanigawa: Not a problem at all.

Itou: Thank you very much. I drew that illustration for charity but there was an immense reaction around due to everyone’s love of Haruhi. Where did that power come from?!

Tanigawa: It was an extremely powerful message. Due to how you draw, that message was truly shown. From the inquiries and condolences it began, we felt obliged to complete what you started.

Itou: You've sure paid attention to the styles of others.

Moderator: And so the state of affairs is like this: we have gone into preparations for our first press limited edition's pressing of 513,000 copies. Included inside the first press limited edition is a special booklet that contains a *Surprising* unknown story. It's a story that we had to look back and clear in two directions, but it should be good to read.

Editor 1: That reminds me, how old is your cat Tanigawa-sensei?

Tanigawa: She's already past the playful age. She's about twenty years old.

All: Twenty years old?!

Tanigawa: Well, I’m not sure exactly how old she is, but she’s no younger than 10. But you know how a twenty year old cat is. She only eats that Karukan crunchy cat food. She’ll just ignore anything else. It’s like she’ll sniff the odor and then look at me with a “this again?!” face.

Editor 1: Could that be the secret to a long life?

Tanigawa: But the American shorthairs eat anything you give them.

Itou: As long as you give them something, they’ll be alright?

Tanigawa: It's true. It’s like they don’t care at all; they’ll eat and be merry.

Editor 1: At our house, we have a dog that we have to be careful so that he doesn’t eat human food.

Tanigawa: I remember that we used to feed the curry we had leftover to a dog I used to have in the past.

Editor 1: That’s way too salty for a dog!

Tanigawa: I know it’s not good for them now. But we didn’t have any good dog food to give her back then.

Editor 1: So do you give your cats katsubushi instead of cat food like you gave that dog excess juices?

Tanigawa: Well, the American Shorthair eats cucumbers and tomatoes quite happily.

Itou: So different species of cats like different types of food? Or would that just be the individual cats?

Tanigawa: They were raised in the same environment yet they have different likes and dislikes. I'd say this has to be individual differences.

Itou: I see. So do you only have these two animals in your house currently?

Tanigawa: Yes. But there's another one that's been coming around lately.

Itou: How nice, I'm jealous.

Editor 1: Wouldn't you like to have a new member arrive in your house?

Tanigawa: There's already enough as it is.

Editor 1: But don't you find it somewhat amusing that your cat has been around for twenty years?

Moderator: Don't jinx it!

Editor 1: Well, the possibility of losing your pet is a serious question. It's not something you can prepare for now.

Itou: Well, you're right.... I keep a parakeet at my house but, it's somewhat difficult to think about when he's gone.

Tanigawa: There's still more than enough at my house.

Itou: Hmm...

Moderator: You had your calico cat when you were a student Tanigawa-san. Does that mean you got your American Shorthair when you had your debut as an author?

Tanigawa: Well, for the calico it went like this. One day he was in a cardboard box going "Please give me a good home" and my sister found her and brought her back. Most of the animals in my house were brought home by my sister. Somehow they all lived very long lives.

Itou: Such a good environment.

Editor 2: Is there one similar to Shamisen?

Tanigawa: About four years ago I met a calico that was very much like a black cat. He had that feeling you get from a black cat. He was very intelligent as well. He was able to get up to the window that no other cats could get to after studying how to get up there. And then one day he left to go outside.

Moderator: Speaking of Shamisen, are all the cats in the Tanigawa house male?

Tanigawa: All of our animals are female. From that dog until our Java sparrow, all of our animals have been female. What type of family do we have? But you know how rare a male calico is. Well, I doubt that our calico could live to be twenty if she were male nor would she be as healthy.

Itou: Does she still run around a lot?

Tanigawa: No, she's just like any other twenty year old cat. She's grown fat and complacent. But the AmerShort has a ton of energy. Every time a guest comes over, she'll want to sit on top of their lap.

Itou: Oh, how sweet!

Tanigawa: And then she'll purr so loudly you think the telephone's ringing.

Editor 2: I see! That reminds me, Itou-san, when I was talking with you on the phone, I could hear you going "Oniku-san!" to your parakeet.

Moderator: Is "Oniku" his name?

Itou: It was something I said to him when I first got him and so now he's become used to it. (laughs)

Tanigawa: "Chicken meat"¹, right?

Itou: Right. He loves electronics though. When the phone rings or he sees my iPhone or my personal computer, he'd go out and leap amazingly to it and peck at it.

Editor 2: You said, peck at it....?

Tanigawa: My cats too come when the phone rings.

Itou: It's almost as if the phone is calling all animals as well.

Tanigawa: Maybe they're thinking "This person's talking to themselves...."

Itou: Such good friends (laugh). Or are they? I don't understand how animals think.

Tanigawa: Perhaps they are worried and come by to see us? That could be a possibility.

Itou: Oh, that would be cute if it's true!

Tanigawa: They'll come sit on my lap when I'm at the computer and look behind the monitor. Their faces just look as if they're saying "What's this? What the heck are you looking at?"

Moderator: Please tell me they don't press your keyboard.

Tanigawa: They don't press the keyboard, but they'll go around here (beside Tanigawa-san's right hand) and then rub up against it with such force! My cursor will go UWAWAWAWA around the screen. I think the cats just want to chase the mouse.

¹ Itou calls her parakeet "meat" (肉) and so Tanigawa jokingly calls it "chicken meat" (鶏肉).

All (Laughs)

Tanigawa: You don't think it's funny when they're doing it to you while you're working.... That's how the cats usually are. They'll also erase messages on my answering machines. They'll play it like a music box after someone calls. When I worked for a company I'd get phone calls and wouldn't know about it. I'd hear "What happened?" and could only reply "My cat erased the message." Then I'd get called an idiot.

Editor 1: Noizi-san's parakeet is also cute though. Especially when he's riding on your shoulder.

Itou: Every day I try to let him free as he wishes for an hour while I ignore him. Though I say ignore him, he'll come over to me. He'll play around my stomach and then return to his cage.

Moderator: But Noizi-san, didn't you say he would peck at your iPhone?

Itou: He'll do that too. (laughs) When he heads over to my iPhone, I'll try to stop him before he pecks and moves the cursor around. (laughs)

Moderator: Which reminds me of something. How did you meet "Oniku-san" and what were your impressions when you first met him?

Itou: One day he flew by the balcony at my apartment. He stopped on the fence, looked back, and gave a "lie-I" sound when I stretched out my hand. He hopped on and let me take him inside....maybe he was just hungry? And that's how this confused bird came into my house and hasn't left.

Editor 2: Tanigawa-san, have you kept any smaller animals like that?

Tanigawa: I did keep a Chinese pond turtle.

Editor 2: Are there any animals you've owned that aren't in one of your stories?

Tanigawa: A hamster, parakeet, and the Java Sparrow. The hamster lived really long too.

Itou: They're small, so maybe that small image leads to a small lifespan.

Tanigawa: You know that hamsters like to hibernate. When I first saw that I thought "Ah! They've died!" So thinking "Well that's it for them," I went to go bury them in the garden. Slowly they began to twitch, but they were so cold. I took them under the kotasu and then they became warm again. "Ah! They're back to life!" was my next thought.

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Moderator: Tanigawa-san and Itou-san, have you both always lived in the Kansai region?

Itou: Yes, I've always been in Kansai.

Tanigawa: I'm somewhat from the Kansai region. I lived in the Hyogo prefecture for the first part of my life. Well, I also went to North High in that prefecture too. So while I've not left the country, I've not remained in the same prefecture.

Itou: So you've not been anywhere else have you? I thought it'd be different.

Tanigawa: Really, I'm living in the mountains.

Editor 1: That area reminds me of the rural area where Kyon lives.

Tanigawa: That was the image I wanted.

Itou: That must've taken a lot of time!

Tanigawa: But that is Kyon's surroundings. It has the sense that you're in a small little village area.

Editor 2: I just thought about something when you were talking about your sister earlier Tanigawa-san. Was Kyon's sister inspired by your own?

Tanigawa: They're nothing alike.

Itou: That was very quick. (laughs) Speaking of her, I've been trying to draw her as this immature girl. Even now she's still modeled after that in my mind.

Editor 1: Is that so?

Itou: Yes, she's only a fifth grader after all, right? But that image is of someone in second or third grade though. I think that she's almost a loli now.

Editor 2: But isn't she supposed to be this incredibly naïve character? Then I think you've captured her character from your first character design.

Tanigawa: That's so wasn't it?

Editor 1: Besides, her friend Miyokichi is supposed to resemble an adult. Having her be so childish is a great contrast, so it worked out in the end.

Moderator: Also her actress has performed lovely in the anime version.

Itou: Speaking of the anime, I remember thinking "Whoa, this guy's cool" when I heard Kenichi Ogata-san as Shamisen.

Editor 2: Even though he only came for a one line role as a cat, he still gave a performance that made your heart throb.

Editor 1: And he also came back in the movie version of *Disappearance* only to go "Nyaago".

Itou: How professional.....

Moderator: Did you both get to sit in while they were recording the sounds for *Disappearance*?

Itou: I was able to peek in a couple times.

Tanigawa: Only once near the end. When I was able to sit in, I collapsed.

Itou: Were you that tired?

Tanigawa: How should I say it..... they were reading my own words out loud.

Itou: So that's why? (laughs) It'd have to be that.

Editor 1: Tanigawa-san, it looks like you're already sweating a great amount.

Tanigawa: It's just a cold sweat.

Moderator: Probably due to the various emotions going around inside you.

Tanigawa: I already feel like running away.

Moderator: But please think about the many readers whose hearts were captured at your stories at North High. Oh yeah, were both Itou-san and your high schools coed?

Itou: Yes, mine was coed.

Tanigawa: Extremely coed here. Thus North high is.

Itou: But I was somewhat yearning for a female only high school though.

Tanigawa: I worked in a shop part time that had quite a lot of girls from a female-only high school. I wonder if it was the most interesting job I could have in City A.

Itou: How nice~ Wouldn't that be an ojou-sama part time job though?

Tanigawa: Yes, there were many of them there.

Itou: I'm jealous. I'd like to go there now. (laughs)

Tanigawa: All of their stories when I asked about them were interesting. It was a female-only high school, so of course it was interesting to me. But all of them came in every day laughing like idiots. Then there were the other idiots that came in. How couldn't that be the most aggravating thing to you? But they were so nice and beautiful too. That's just foul play!

Itou: Isn't that a good story~?

Editor 2: Were your greetings "Nice to meet cha?"²?

Itou: That'd be "Marimite", wouldn't it? (laughs)

² Most stores have a standard greeting of "Welcome" (いらっしゃい!). Editor 2 is saying that they said "ごきげんよう" instead.

Editor 2: Don't you like it too? But how nice for your manager to work in an ojousama store. But then I wonder if Tsuruya-san was from one of those girls.

Tanigawa: She's certainly that type, but Okamoto-san would be more like one of those girls.

Itou: Since it's near Kobe, I'm sure City A has that refined image.

Tanigawa: But it's not near Kobe. Ah, during my university days, that was where I met those girls in the shop near Kobe. They were certainly carefree girls.

Itou: Ah, I see. So were they the real type or were they just scraping by?

Tanigawa: They were really carefree. I remember that they'd get drunk and do the most amusing things. But that was ten-odd years ago. It wasn't that unusual for that time.

Editor 1: So have you run into any of them unexpectedly?

Tanigawa: Well, we shared a lot of the same club activities. While the men had changed a lot, the girls were very much the same.

Editor 2: Tanigawa-san, you were in an art club right?

Tanigawa: Yes, I was in the art club. More specifically the picture department. Our name had something to do with the moon as our university badge had a crescent moon on it.

Itou: Quite the pun.

Tanigawa: And so our picture department was located outside the school grounds on the second floor of a prefabricated house. It was like we were in another country.

Itou: You were able to do whatever you wanted in there? (laughs)

Tanigawa: We had a few saucepot parties. And then spend the whole night getting drunk.

Itou: That's like the time that Haruhi and everyone got drunk.

Editor 2: Did the girls participate as well?

Tanigawa: Quite a few did since we had so many.

Editor 2: How nice. It looks like you had fun during both your university and storefront days Tanigawa-san.

Tanigawa: But it wasn't all good times. I had to work quite hard during those times. You have to do that when you're treating ojou-samas. On the other hand, club activities were quite fun.

Itou: And so from that you've turned into a writer from those fun club activities.... So not comparing the two, but are you enjoying being a writer?

Tanigawa: Yes.

Itou: But you seem so frazzled by being a writer.

Tanigawa: Well, it was a dream.

Itou: So that's how it is. Your dream has come true.

Tanigawa: Yes, that's what it means.

Itou: But do you have any more?

Tanigawa: Since I've been writing I've got a few more.

Itou: Ah, it's just like I thought. I've also got some various ones too.

Tanigawa: Or when I think about it, shouldn't it be I've finished some that I've wanted.

Itou: Are you serious? (laughs) But if you're not writing, wouldn't you not be able to read as well?

Tanigawa: I think it's necessary to only acquire the skill to write as much as it's demanded of you.

Itou: That makes sense when you think about it like that.

Editor 2: You only prepare when you're in a place of learning!

All: Laughs

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Moderator: Looking back, it seems like the last time we had a dialogue like this was in *The Sneaker* back in November 2005.

Editor 2: Even though it was just a journal article, I remember receiving many drawings from Itou-san. I was truly indebted to you then.

Itou: It was no problem. I suppose I wanted that Haruhi article to have a big resounding impact.

Editor 1: In 2005, we were all concerned in our talk about the series being made into a television anime. This time we're all happy at the completion of *Astonishment*.

Itou: Yes, *Astonishment* was truly interesting. It really was.

Tanigawa: Thank you for your kind words.

Itou: I think there's no way that it wouldn't be interesting. It was a story that got me excited more than I expected and I think not only our readers, but everyone will enjoy it. As one of the staff members, I hope all of you enjoyed it.

Editor 2: Itou-san, which scene in particular did you think represented "astonish"?

Itou: There were so many! (laughs) Fujiwara among other things made me go "EH!" The rest of it was deep, but when I thought about it further, it made sense. I thought I had known about the characters at the beginning, but they changed this time.

Tanigawa: They changed fundamentally from the time you read *Dissociation*, right?

Moderator: The color scene at the front of the second book was certainly a surprising scene too.

Editor 2: I thought that too when I first saw that illustration. I thought it would be a big spoiler, but that second book needed a big development image. I wonder if Tanigawa-san also felt that same way.

Itou: So you didn't get an OK from Tanigawa-san?

Tanigawa: Well, I wasn't notified by the editor-in-chief.

Itou: Now that's the real *surprise!* (laughs)

Editor 2: Well, everything ended fine and that's what really matters.

Moderator: In addition to *Astonishment* going on sale, *Weekly Famitsu*, *Weekly ASCII*, and other publications have plans to also feature Haruhi on the front cover. We await hearing what Tanigawa has to say about them in a future discussion.

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Editor 2: Besides cooking, what type of pastime are you partaking in right now?

Tanigawa: I'm studying mahjong theory.

Moderator: I'm curious what Tanigawa-san will say are the required subject for that study due to a liking of the game.

Editor 2: Well, what's there to study about mahjong? I've played a few times with some friends and all you can see are the tiles everyone else has discarded. There's no real logic to it at all nor are there any patterns that I can see. Are there any rules you have for certain victory?

Tanigawa: Alas, there's not such a single thing you can do to win.

Editor 2: So it's like that. So how do you personally play Tanigawa-san?

Tanigawa: Generally without giving up.

Editor 2: Like that huh?

Itou: Is mahjong really that interesting?

Editor 2: As a game it's pretty interesting.

Tanigawa: The number of pro mahjong players has really increased. There's also a lot of women too. Not only that, but beautiful women too! I sound like a salesman, don't I?

Moderator: I've seen some of the female professionals in Chinese dresses and in gravure shoots³.

Itou: Ah, that sounds really cool! I want to design a character like that for a short story!

Editor 2: Then the next one will be titled *The Mahjong of Haruhi Suzumiya*.

Itou: But what if the work isn't Haruhi? (laughs)

Editor 1: I'm reminded of a story from some time ago.... It was something different though.

Tanigawa: I've been thinking about mahjong for 80% of a day lately.

Editor 1: Think about something else!

Moderator: Itou-san, have you been playing any games lately?

Itou: I've been busy lately, so I've not been able to play. I played them frequently when I was living with my parents though.

Editor 1: But before I heard you say "There's no space in my home to put Wii-fit!"

Itou: There really isn't! Maybe if I moved then I would have some space to put it somewhere.

Tanigawa: Would you like to move far from where you are now?

Itou: No, I'd like to stay close to where I am. I think I have a tendency to stay near Kyoto.

Tanigawa: I was like that when I was in my company days. I lived near the top of a clothing store storeroom for about a month when I went to a meeting with the managers. After the meeting was over, instead of going back to work, I went home instead. It was quite nice.

Itou: Has your life changed much from that time since you've become a writer?

Tanigawa: Life itself is constant. My life hasn't changed since I debuted. Before I debuted, I would carelessly go to Hellowork⁴ for a new job.

Editor 1: You went to Hellowork?

Tanigawa: Yes, I did go there. I also went to get unemployment money. From there I'd go to the library and read books. Before I knew it, my savings were all spent. It wasn't a good use of that money.

Editor 2: So you had a target on you for your debut to go right?

³ Gravure shoots are equivalent to bikini-style shoots in western civilization.

⁴ Japanese employment office.

Tanigawa: I remember a call I got from the *Dengeki Bunko* editor. It went something like "You're trying for the *Sneaker New Writer Award*? Well, that's impossible."

Itou: What great timing.

Moderator: That was also around the same time that Itou-san was chosen to illustrate *Shakugan no Shana* and *The Melancholy of Haruhi Suzumiya*, right?

Itou: Yes. I think that it was just about at the same time that I was contacted as well.

Editor 2: It was about four months from the time Tanigawa-san won the Grand Prize award until the book was published. That was quite fast.

Editor 1: We were worried a lot about the title then.

Moderator: That can be found in the special booklet's *Unknown Story*. The Editor-in-Chief finally tells this trial-and-error episode.

Editor 1: Now we know that the titles' trend is set, but at that time using the characters for *Melancholy* was quite a risky move. The title *The Melancholy of Haruhi Suzumiya* never came to my mind, but eventually it was chosen to be used.

Tanigawa: But I thought of the title about 10 seconds before sending in my applications.

Itou: Really? But why did that idea quickly flash into your head at that time?

Tanigawa: I originally didn't have a title for it. Even printed, it still had *Untitled* on it. But right before sending it in, I thought that wouldn't be good, so I looked at my bookshelf and saw Sakumi Yoshino's *The Crime of Kanae Kuribayashi* and thought "Alright, this is good!"

Editor 1: That's the first I've heard of that.

Tanigawa: And so I was very willing to propose new titles that were better to the editing staff.

Moderator: Those titles as well as Itou-san's rough illustrations are visible in the *Unknown Episode*.

Editor 1: Such powerful strokes were what I had in mind when I pictured Itou-san's works beside Jyuhiko Mikimoto's works! It was exactly what I had in mind for an illustrator to imagine when I requested some rough illustrations.

Itou: (laughs) There wasn't anything in your request that I wasn't able to do. You packed a lot of information in that request as well.

Moderator: Speaking of requests for an illustrator, why don't we use the time we have at this roundtable to plan the image for this fanbook? As usual, we've requested that Itou-san draw the front cover and a pinup for this book. The front cover has been decided to be Haruhi, but the pinup illustration has yet to be determined. I'd like to hear what everyone would like.

Itou: Well, I don't have anything in mind....

Editor 2: In *Astonishment*, you drew Haruhi and Sasaki quite a lot and we didn't request many images of Nagato and Mikuru. Why don't we use a service shot of those two?

Tanigawa: It has to be Yasumi.

Editor 1: Ah, a new idea.

Tanigawa: Well, Yasumi and Sasaki were only in this story.

Itou: That's true. It might seem wasteful if we didn't use this chance to let those characters shine.

Tanigawa: To be honest, I wanted Sasaki and Yasumi to be on the covers for *Astonishment's* First and Final parts.

Editor 2: Yasumi and Sasaki aren't ever in the story at the same time. Having those two in a shot would be quite interesting.

Moderator: Those two represent the two different worlds and are like two different sides of a Haruhi card. Thus why don't we put Haruhi in-between them to have three people together?

Editor 1: It'd be a little bit of trouble, but since it's the fanbook, why don't we have all five members of the SOS Brigade on it?

Tanigawa: Don't you think the remarks would be "These guys again?"

Moderator: (laughs) Then I look forward to seeing the pinup of Yasumi and Sasaki from Itou-san. How about the illustration of the SOS Brigade in the next volume?

Editor 2: What would it mean....?

Tanigawa: The plot is done, but I've not been able to write it down yet. I'm in the middle of writing it and sending it away.... well, why don't I tell you what happens now orally?

Editor 2: Eh? Yes, please!

Tanigawa: Well, ●● happens.

Itou: Amazing.

Tanigawa: And then ●● occurs.

(The rest is classified information)

Tanigawa: And that's the general idea.

Editor 2: You're kidding...That's incredibly interesting!

Itou: I certainly hope this story doesn't get leaked~ (laughs)

Tanigawa: I submitted several plots to *Dengeki*, but I've neglected *Sneaker* a few times now. I think this is the second plot like that.

Editor 1: How could you neglect us when a plot like that hasn't been revealed yet Tanigawa-san?

Tanigawa: No one's told me to write it yet.

Itou: Well, it's turned out alright in the end, right? (laughs)

Tanigawa: I've only told the plot to this and *Disappearance* orally.

Editor 1: We published the award winning *Melancholy* without much editing. Then we received the plot for the second work *Sigh*. Following that we got two or three short stories that we published in *The Sneaker*. After that we've not received any.

Itou: But isn't that the most important part? Wouldn't you want to know if something's interesting before writing it?

Tanigawa: Sometimes you begin to write a plot without thinking that it's good enough just like leaving before all passengers are aboard a train. Then when you finish and realize it's not good enough, you simply think "Well, that's what I thought to begin with."

Itou: Ah, I've done that before.... I've submitted rough illustrations very late and they've had to be checked really quickly. Then they have to go through corrections as well. (bitter smile) But now I'm very thankful that they've gone through that procedure.

Moderator: That's because some of the newer authors and illustrators will have big mistakes and undergo retakes.

Tanigawa: But doesn't going over the plot in minute detail become a bother for the edition staff?

Editor 2: Well, that all depends on what type of author we're talking about. (bitter smile) When the writers that I supervise over first started, our meetings where we talked about the plot in minute details were very beneficial. Regardless of how it went, it developed trust between us.

Tanigawa: But you have faith in that anything Haruhi related will be alright. That's kind of strange, isn't it?

Editor 2: But naturally, we have faith in you! (laughs)

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Moderator: Tanigawa-san, have you seen the E-book version of Haruhi?

Tanigawa: No, my phone is still an old relic. I've not upgraded to a smartphone yet. I'm open to any recommendations though. When the phone I'm using now broke, I went to SoftBank and thought about

getting an iPhone. So when I was there I began to think. The exchange paperwork took quite a while and then I realized something. After that, I decided to stick with my current No. 2 instead.

Itou: Why? (laughing)

Tanigawa: When my cell phone broke, even if it was just to replace the battery, you had to exchange it and lose all your data. Thinking about that, I would even lose my address book and e-mail address on the phone. Then it'd be lost forever.

Itou: Ah, but you have no choice but to try and buy something new.

Tanigawa: Now it doesn't matter who calls me, I can't tell who it is.

Moderator: So it's always an unexpected occurrence, right?

Tanigawa: I have to distinguish who called by using their voice mail and calling them back.

Editor 1: That's certainly a unique way to use your cell phone.....

Tanigawa: The store said "We can backup your data to our server if you participate in our service," but I've not seen that data even once.

Editor 1: So even if you became a member, you still wouldn't know if it was safe....

Moderator: Listening to this story, I'm starting to worry about backing up manuscripts from your PC.

Tanigawa: The manuscripts have been backed up two-three times already. Around this time last year my PC crashed. Thankfully the hard drive was alright; it was the motherboard that caused the problem.

Itou: Yes, I've heard that story before. (laughs)

Moderator: Itou-san, do you also pay attention to your illustration data?

Itou: Yes. I back up all my data on a server I have in my home. It's so big and so my data just....jumps over there like it's afraid to stay.

Tanigawa: Jumping at fixed intervals, right?

Itou: (laughs), But it's jumping from Windows to Mac of course. I've heard many artists that have had problems with Windows.

Tanigawa: I too was once in the middle of drawing something when the computer blue screened.

Itou: It's so scary, isn't it?

Tanigawa: I was like "Ahhhhhh...."

Itou: You lose your will to continue~.

Tanigawa: And I think because of that my manuscript became late.

Editor 1: "I thought that could be why," was something I said.

Tanigawa: But I do have some good news. I found a system that got rid of all of the problems I had with my thumb shift software⁵ from my work area in Tokyo. Before I customized my keyboard, but now that I use OASYS, because it uses ATOK system, I can work in unusual environments. But even before then, I used WX...

Itou: I've become confused!

Editor 1: Tanigawa-san, anyone under forty would be lost by this story.

Tanigawa: Before I switched to ATOK, I used the WX-2,3, and G systems that came out. Those thumb shift software were such a pain to customize. I couldn't press the keys randomly. Because the Japanese input mode was so restrictive, I had to carefully press each key.

Itou: That must have been such a pain!

Tanigawa: It was. But now I've discovered that this system allows me to customize my key entry into the Japanese input mode.

Itou: It's so complicated! (laughs)

Tanigawa: It's such a relief to be free from this bug now.

Editor 2: Oh, so write more and more now that you're free!

Tanigawa: Well, it's only on the notebook I've got from that Tokyo job.

Editor 1: But this topic is leaving behind our light novel readers.

Itou: I just barely know about OASYS....so this topic is confusing me as well. But Haruhi covers such a wide group of readers. Maybe there are some that understand about this?

Tanigawa: Don't become acquainted with WX!

Itou: (laughs) I would expect that it's not made anymore.

Tanigawa: Well, the technology never really dies. There's always a fixed demand.

Itou: Ah, it's like that.

Tanigawa: That's why I had to say this: "If you do become an author, the first thing you should do is become acquainted with thumb shift software. Then you can write!"

⁵ Japanese keyboards have many characters on one key and thus need additional ways to represent all the different characters. The type of software used is called "thumb shift."

Itou: Are you serious?

Tanigawa: Very serious.

Itou: That's some obsession you have with this topic.

Editor 1: It's some strong advice. Forget about plots or characters, the first thing you should do is learn to use that software? (laugh)

Tanigawa: At any rate, it's truly an amazing comfort. Incredibly easy. I too learned how to type in romaji first. Then some ten-odd years ago an author told me "thumb shift" "thumb shift" and so I tried to use that since then. I thought it was strange at first. After about a week of practice using it, I began to write some amazing things, and so I think I was changed.

Editor 1: (laughing) Tanigawa-san, how many keyboards do you have now?

Tanigawa: About three. When one stops, I have another. When that one stops, I have a USB compact version to use.

Moderator: Let's move onward from Tanigawa's thumb shift thoughts.

Tanigawa: So it's a temporary stoppage of the thumb shifts?

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Moderator: Readers can now look at sentences and illustrations through the digital flow of data in today's technology. The Haruhi series has also been downloaded many times through Kadokawa's *Book ☆Walker* software.

Tanigawa: I suppose you can't help but download novels now. Manga too.

Itou: I still prefer to read manga on paper.... It's the same for novels and manuscripts. Both things have to be on paper before I begin to read them. My eyes get tired in front of a screen.

Tanigawa: You wouldn't be able to survive in the West.

Editor 1: But we're in Japan. It differs here from the West.

Tanigawa: But as media itself, paper may not be able to keep up with people.

Itou: We were able to survive without digital data for many years. Therefore it doesn't matter if one doesn't have a reading device.

Editor 1: Ten years ago, we had 5 inch floppy disks. You wouldn't be able to read on them. (laughs)

Tanigawa: Oh yeah. The computers today don't have a floppy disk drive anymore, do they?

Editor 1: If I remember correctly, they've stopped manufacturing them.

Tanigawa: Ah, about twenty years ago I wrote on some of those. Occasionally I would go into the literary club room and use their 2DD floppy disks when I was in high school. They were property of the literary club, so other people's opening words were on there too.

Moderator: So other people's work were on there. You didn't make a new file with a word processing program?

Tanigawa: That's right. You can't help but look at others works when you're working on your own!
(laughs)

Moderator: What kind were on there? (laughing)

Tanigawa: Since everyone else in the literature club were girls, it makes sense that there were only poems on there.

Moderator: Please hold on a second Tanigawa-san. You said that everyone else was female? You also said earlier that there were a lot of girls in the painting department as well. And then your workplace had many young girls coming in it as well....

Tanigawa: Well, the ratio in the club was about 50:50.

Editor 2: How envious I am.....

Itou: You must be really satisfied in life. (laughs)

Tanigawa: But there were some difficult times too.

Moderator: You're joking.....?

Tanigawa: Ah, but I can say that I had a lot of fun with my club. It was certainly the best time of my life.

Itou: Oh.

Editor 1: So it was both sweet and bittersweet, huh?

Tanigawa: But I stopped going to the literature club about halfway through high school. When I was writing some postscript, I mentioned going into the literature club and seeing only the club president there, but I didn't tell everything about that time. My local high school's drama club wrote their own scripts separately from the literature club. I didn't want to only show up to the art club once a week, so together we produced a club bulletin. It took about a year.

Editor 2: So that was your youth, huh?

Tanigawa: Well, my president was an upperclassmen, so they moved on before I could. Then when the time came for new members to arrive, I thought it would be fine if I stopped coming.

Editor 1: So the new members had difficulty joining?

Tanigawa: However all of them were female students. There was a very talented person in our art club. After school they went onto become an architect. That classmate went on to win a competition to create a moment honoring the victims of America's 9/11 terror attacks.

Itou: Amazing....!

Tanigawa: That person goes around the world now.

Editor 1: You told me before that they went to Dubai.

Tanigawa: I don't think there's any difference between the work they did here and the work in Dubai. Perhaps that might be the first time in my life I met a prodigy. Back in high school I thought "Ah, this person's a prodigy!" And so now when I talk back and forth, all the responses come in English.

Moderator: Perhaps English is the language they use in their job. But why wouldn't you speak in Japanese I wonder.

Tanigawa: A little time ago they returned to Japan and I got to meet them. They were still an ordinary Japanese person though. Just a little Americanized. Some things like saying "Ya!" or giving hugs.

Itou: Ah~ I know that you mean! Doing things like that or shaking hands feels somewhat fake to a Japanese person, doesn't it? (laughs)

Editor 2: Ah, but has Tanigawa-san been around the world? *Astonishment* is getting a simultaneous worldwide release. Perhaps you could talk with your friend in Dubai about the book in English. (laughs)

Moderator: Wouldn't that be a difficult environment to write in?

Tanigawa: Without thumb shift software, it'd be very slow!

Itou: You had to bring that up again! (laughs)

Editor 1: By the way, Tanigawa-san, you mentioned before that you wrote a manuscript at your local McDonalds.

Tanigawa: That was such a pain. I'd be writing with my notebook and pen and I'd have to order a double cheeseburger set. That was the environment I was mistakenly in at three in the morning.

Itou: So you took up residence at your local Mickey D's?

Tanigawa: I spent a lot of my free time in that store. I sat on the second floor and I suddenly saw a sign going "Tsuruya Golf" and so I'd go "Ah, then this time I'll name this character Tsuruya."⁶

Editor 1: Eh, you're serious? I've spent a lot of time in Tsuruya Golf and I didn't know about that....

Moderator: Ah, in prior meetings you never mentioned this golf story to me.

⁶ The sign was in katakana, but Tsuruya's name is in kanji. (鶴屋)

Tanigawa: I'm currently watching the Masters. Seeing all those people compete on such a high level is so fun but I don't think I could play that well.

Editor 1: Why?

Tanigawa: Golf takes a large amount of space to play that isn't found in Japan. It's fine in America though. Hyogo Prefecture has the most amount of courses in Japan.

Moderator: Is that so? I suppose there'd be plenty around the southern islands then.

Tanigawa: There's plenty around there. You can play golf and mahjong and live a clean life! Think about ecological aspects too!

Editor 1: Mahjong isn't that bad for the environment.

Moderator: Again it's mahjong.... we're about to come to a close, so can we halt that conversation please? So then, Tanigawa-san and Itou-san, do you have any closing remarks to make to each other?

Itou: Yes, firstly....thank you for finishing *Astonishment*.

Tanigawa: Thank you for your kind words.

Itou: Various ideas for the next volume are still sleeping in my head. I want to vividly draw Haruhi and everyone again this year if you'd please continue your work.

Tanigawa: Please continue to draw them.

Itou: (laughing) I'll do it! I'll do it!

Tanigawa: Well, we've concluded the "Who's in charge of illustrations" part, so what's next?

Itou: Well if it's like that, then I won't draw them! (laughs) Really, I can't wait to draw those lovely children again, so please finish writing this next work!

Tanigawa: This time we had such an inexcusable delay. I'm sure it messed up your schedule greatly Itou-san.

Itou: Not at all!

Tanigawa: Surely you must have checked your schedule going "When the hell is this manuscript going to arrive?" many times.

Itou: It's alright! (laughs)

Tanigawa: I'm truly sorry for the wait. And also to our readers, I'm truly sorry. Those are my thoughts.

Editor 2: But you've already told us such a wonderful plot for the next story. I'll certainly munch on it when it's received.

Tanigawa: I'm up to the task! Just as long as I'm not being dragged along.

Editor 2: Then by all means write it bit by bit.

Tanigawa: Bit-by-bit it is.

Chapter 6

Supplementary Information

The Haruhi Suzumiya series spans across varied forms of media including anime, manga, games, etc. This is a chronological look at those works.

Haruhi Suzumiya media series

Manga

- Kadokawa Comics Ace: *The Melancholy of Haruhi Suzumiya* (by Gaku Tsugano): 14 volumes on sale
 - Kadokawa Comics Ace: *The Melancholy of Suzumiya Haruhi-chan* (by Puyo): 5 volumes on sale
 - Kadokawa Comics Ace: *The Vanishing of Nagato Yuki-chan* (by Puyo): 2 volumes on sale
 - Kadokawa Comics Ace: *Nyoron Churuya-san* (by Eretto): One volume
- (The above series are sold by Kadokawa Shouten)

The manga version of *The Melancholy of Haruhi Suzumiya* began in *Shonen Ace*'s monthly magazine in 2005 and continues today. While it follows the original work's timeline, there are some differences and additional stories.

The four panel gag manga *The Melancholy of Suzumiya Haruhi-chan* began in *Shonen Ace* as well in 2007 and is also serialized in *4-coma Ace*. The Brigade members are transformed into cute SD gag characters. In 2009 the version *The Vanishing of Nagato Yuki-chan* began in *Young Ace*.

The official parody manga *Nyoron Churuya-san* ran in *Shonen Ace* and *CompAce* for a year in 2007. This is an almost original story featuring Tsuruya-san as the main character.

Television Animation

- Blu-Ray Box: *The Melancholy of Haruhi Suzumiya Blu-Ray Complete BOX* was released on November 26th, 2010 by Kadokawa Shouten

The Melancholy of Haruhi Suzumiya was made into an anime two times; first in 2006 and again in 2009. Animation was performed by Kyoto Animation. The cast is: Haruhi Suzumiya= Aya Hirano, Kyon = Tomokazu Sugita, Yuki Nagato = Minori Chihara, Mikuru Asahina = Yuko Goto, Itsuki Koizumi = Daisuke Ono, and others.

The 2006 anime, which began in April, was comprised of 14 episodes containing stories from *Melancholy*, *Sigh*, *Boredom*, and *Rampage*. But the first episode was not *Melancholy*, but instead the movie produced in *Sigh* entitled *The Adventures of Mikuru Asahina: Episode 00*. New fans as well as long-time readers were both shocked at this first episode. The combination of impressive animation quality and enjoyable music helped propel the series' popularity. Fans sang the character songs and danced to the ending animation. The site was visited many times and the goods/cosplay items were very popular. All in all, it was a giant social phenomenon.

The 2009 version combined a re-airing of the 14 episodes from 2006 with a new set of 14 episodes. The main part of the season, *Endless Eight*, comprised 8 episodes of the Brigade reliving the same summer vacation over and over until Haruhi is satisfied. The episodes weren't rebroadcasted; each loop had new animation and dialogue in this unique experiment.

Net Animation

- Blu-Ray Box: *The Melancholy of Suzumiya Haruhi-chan and Nyoron Churuya-san Blu-Ray Disk Box* was released on August 27th, 2010 by Kadokawa Shouten

The aforementioned manga *The Melancholy of Suzumiya Haruhi-chan* and *Nyoron Churuya-san* were made into an anime and broadcast for three months on Kadokawa's Anime Channel via YouTube starting in February 2009. The animation was produced by Kyoto Animation and featured the same case as the TV version.

Movie Animation

- Blu-Ray and DVD *The Disappearance of Haruhi Suzumiya* was released on December 18th, 2010 by Kadokawa Shouten

Following the end of the last episode aired for the 2009 TV series was a teaser commercial for the movie. It opened on February 6th, 2010 with a runtime of 163 minutes. A huge volume of a movie. Fans held the story and animation in high regard. It earned 8.5 million yen at the box office and sales of the BD/DVD have sold over 200,000 copies.

Games

- PSP: *The Promise of Haruhi Suzumiya* released on December 17th, 2007 by Bandai Namco Games
- PS2: *The Perplexity of Haruhi Suzumiya* released on January 31st, 2008 by Banpresto
- Wii: *The Excitement of Haruhi Suzumiya* released on January 22nd, 2009 by Kadokawa Shouten
- Wii: *The Parallel of Haruhi Suzumiya* released on March 26th, 2009 by Sega
- DS: *The Series of Haruhi Suzumiya* released on May 27th, 2009 by Sega
- PSP/PS3: *The Reminiscence of Haruhi Suzumiya* released on May 12th by Bandai Namco Games

Using the TV anime as a base, various *Haruhi* games have been made. *Promise* is an adventure game where the SOS Brigade has to solve a problem the day before the cultural festival. *Perplexity* has the SOS Brigade challenge themselves to make a game. Various games are made before Haruhi is satisfied. *Excitement* is a dance game involving choreography to music from the series. *Parallel* is a full voice adventure game where the SOS Brigade is involved in a riot taking place on a passenger boat. New characters are introduced for this game. *Series* is an adventure game that takes place during the SOS Brigade's summer vacation. Ghosts have been found at North High. *Reminiscence* continues right after

the final scene from the movie where Kyon relives the cultural festival until he finds the way back to the original world.

The games *The Mahjong of Suzumiya Haruhi-chan* (for PSP) and *The Unity of Haruhi Suzumiya* (GREE app) are under development. They are scheduled to be released in 2011.

Related Electronic Applications

- iPhone App *The Day of Sagittarius III*: Released on February 16th, 2010
 - E-book version *Book ☆Walker version: Haruhi Suzumiya* series released in December 2010
 - iPad App *Animedroid: The Book ☆Walker Navigation of Haruhi Suzumiya* Released on April 25th, 2011
- (All sold by Kadokawa Shouten)

The first is a game from *The Rampage of Haruhi Suzumiya*'s episode *The Day of Sagittarius* where the SOS Brigade and the Computer Research Society have a challenge. That game's image was used to create an iPhone game.

The *Haruhi Suzumiya* series is being distributed on Kadokawa's *Book ☆Walker* platform. All novels from *Melancholy* to *Dissassociation* are already available as well as the comic versions mentioned before. Plans are to release *Astonishment* in the summer of this year. There are also Android and iOS versions available.

The Book ☆Walker Navigation of Haruhi Suzumiya is a navigational app for the iPad that allows the user to browse all of the *Book ☆Walker* selections with animation and voices from the TV/movie series.

This data is accurate as of May 2011. Release dates after this time period are subject to change

The Advancement of the *Haruhi Suzumiya* series

February 2003	Out of 425 works submitted to the 8th <i>Sneaker Grand Prize</i> award, Nagaru Tanigawa's <i>The Melancholy of Haruhi Suzumiya</i> won the <i>Grand Prize</i> .
April 2003	<i>The Sneaker's</i> June edition had an interview with Nagaru Tanigawa.
June 2003	<i>The Melancholy of Haruhi Suzumiya</i> is released.
October 2003	<i>The Sigh of Haruhi Suzumiya</i> is released.
December 2003	<i>The Sneaker's</i> February 2004 edition has the first special article on Haruhi Suzumiya.
January 2004	<i>The Boredom of Haruhi Suzumiya</i> is released.
August 2004	<i>The Disappearance of Haruhi Suzumiya</i> is released.
October 2004	<i>The Rampage of Haruhi Suzumiya</i> is released. There is a Nagaru Tanigawa autograph session in Nagoya. <i>The Sneaker's</i> December 2004 edition has a feature entitled <i>The 100 books of Yuki Nagato</i> .
December 2004	<i>This Light Novel is Amazing's</i> 2005 first place goes to Haruhi Suzumiya.
April 2005	<i>The Wavering of Haruhi Suzumiya</i> is released.
August 2005	<i>The Sneaker's</i> October 2005 edition announced that the series will be made into an anime.
September 2005	<i>The Intrigues of Haruhi Suzumiya</i> is released.
September 2005	<i>The Melancholy of Haruhi Suzumiya</i> begins serialization in <i>Shonen Ace</i> .
April 2006	The TV anime series begins. The first episode <i>The Adventures of Mikuru Asahina: Episode 00</i> becomes a broadcasting topic. Many fans visit the official website. The boom begins.
May 2006	<i>The Indignation of Haruhi Suzumiya</i> is released.
June 2006	The 12 episode of the TV anime series, <i>Live A Live</i> , is broadcast. The related CD becomes a huge hit.
July 2006	The anime version <i>The Melancholy of Haruhi Suzumiya</i> appears on the cover of <i>Newtype</i> for the first time.
March 2007	<i>The Extravaganza of Haruhi Suzumiya</i> is held at Omiya Sonic City.
April 2007	<i>The Dissociation of Haruhi Suzumiya</i> is released.
July 2007	On Tanabata, the Asahi newspaper has an advertisement announcing the second season of the TV anime.
	<i>The Melancholy of Suzumiya Haruhi-chan</i> begins in <i>Shonen Ace</i> .
December 2007	<i>The Promise of Haruhi Suzumiya</i> is released for the PSP.
January 2008	<i>The Perplexity of Haruhi Suzumiya</i> is released for the PS2.
June 2008	It's announced that the TV anime's second season will be a "new animation."
September 2008	It's announced that <i>The Melancholy of Suzumiya Haruhi-chan</i> and <i>Nyoron Churuya-san</i> will be made into an anime.
January 2009	<i>The Excitement of Haruhi Suzumiya</i> is released for the Wii.
February 2009	Kadokawa's Anime Channel on YouTube begins distributing <i>The Melancholy of Suzumiya Haruhi-chan</i> and <i>Nyoron Churuya-san</i> .
March 2009	<i>The Parallel of Haruhi Suzumiya</i> is released for the Wii.
April 2009	The TV anime series is broadcast again.
	<i>The String Concert of Haruhi Suzumiya</i> , a classical music concert, is held at the Tokyo Municipal Hall.
	Noizi Itou's <i>Haruhiism</i> art book is released.
May 2009	<i>The Series of Haruhi Suzumiya</i> is released for the DS.
July 2009	The new TV anime series' <i>Endless Eight</i> episodes begin.

October 2009	The TV anime series ends, and a teaser for <i>The Disappearance of Haruhi Suzumiya</i> movie airs immediately after.
February 2010	<i>The Disappearance of Haruhi Suzumiya</i> opens in theatres.
April 2010	Lotte's ACUO gum uses the anime versions of Haruhi, Nagato, and Mikuru in a commercial.
April 2010	The first part of <i>The Astonishment of Haruhi Suzumiya</i> is printed in <i>The Sneaker</i> .
December 2010	<i>The Disappearance of Haruhi Suzumiya</i> is released on BD/DVD.
	The release date and simultaneous worldwide release plans are announced for <i>The Astonishment of Haruhi Suzumiya</i> .
February 2011	A combination figure between Hajime Katoki and Noizi Itou <i>Composite Ver. Ka General Purpose Humanoid type Decisive Battle Exoskeleton Commander Haruhi Suzumiya's Customized Model</i> is released by Bandai.
April 2011	<i>The Astonishment of Haruhi Suzumiya</i> is announced to have a 513,000 first printing amount.
May 2011	<i>The Reminiscence of Haruhi Suzumiya</i> is released for the PSP/PS3.
	<i>The Astonishment of Haruhi Suzumiya (First)/(Final)</i> first press edition is released. Nagaru Tanigawa has an autograph session in Tokyo while Noizi Itou has one in China.
June 2011	<i>The Astonishment of Haruhi Suzumiya (First)/(Final)</i> common editions are released. <i>The Observation of Haruhi Suzumiya Official Fanbook</i> (this book) is released.

Nagaru Tanigawa

Living in Hyogo currently. In 2003, he won the 8th annual *Sneaker Grand Prize's Grand Prize* for his debut with *The Melancholy of Haruhi Suzumiya*. He's also written *Let's Leave the School*, *Dengeki Aegis 5*, *The Closed Universe*, and *The Guardian of my World* for the *Dengeki Bunko*.

Noizi Itou

An illustrator based in Osaka. She's in charge of illustrations for the *Haruhi Suzumiya* and *Shakugan no Shana* series. She also worked on *Nanatsuiro Drops* and *Shining Force Feather* as artist and character designer respectively. In addition, she's provided illustrations for countless games.