

TSA concurring timelines

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NOTES:

Read the chart from bottom to top.

For the sake of readability and everyone's sanity, I've named the timelines 1, 2, 3, etc. here instead of using negative n-category numbering (n-4, n-3, n-2, etc.) which would have been the correct way of dealing with their naming. The colour coding denotes which timeline characters belong to.

Timelines #1 and #2 set up the infinite loop. Timeline #3 and onwards simply repeat. The player only ever gets to experience timeline N, in which Joe finally breaks the loop.

