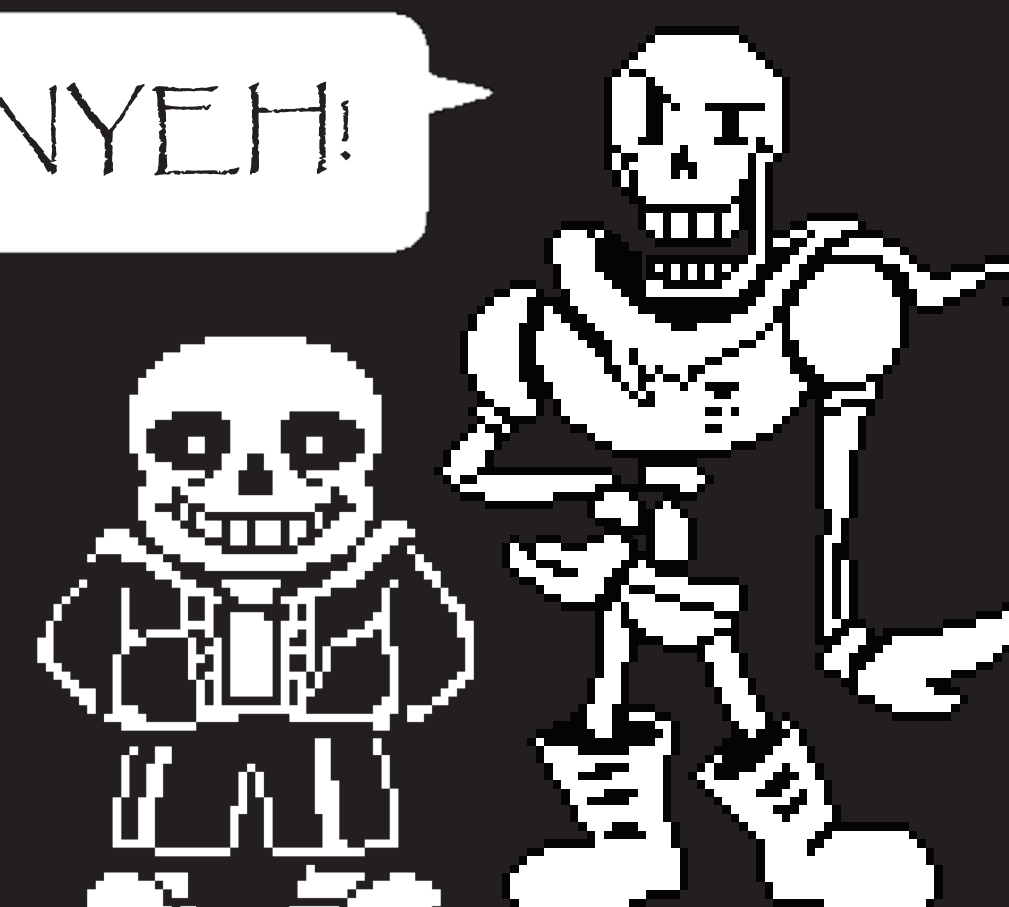


UNDERTALE

* A narrative review
by Kristian Skistad

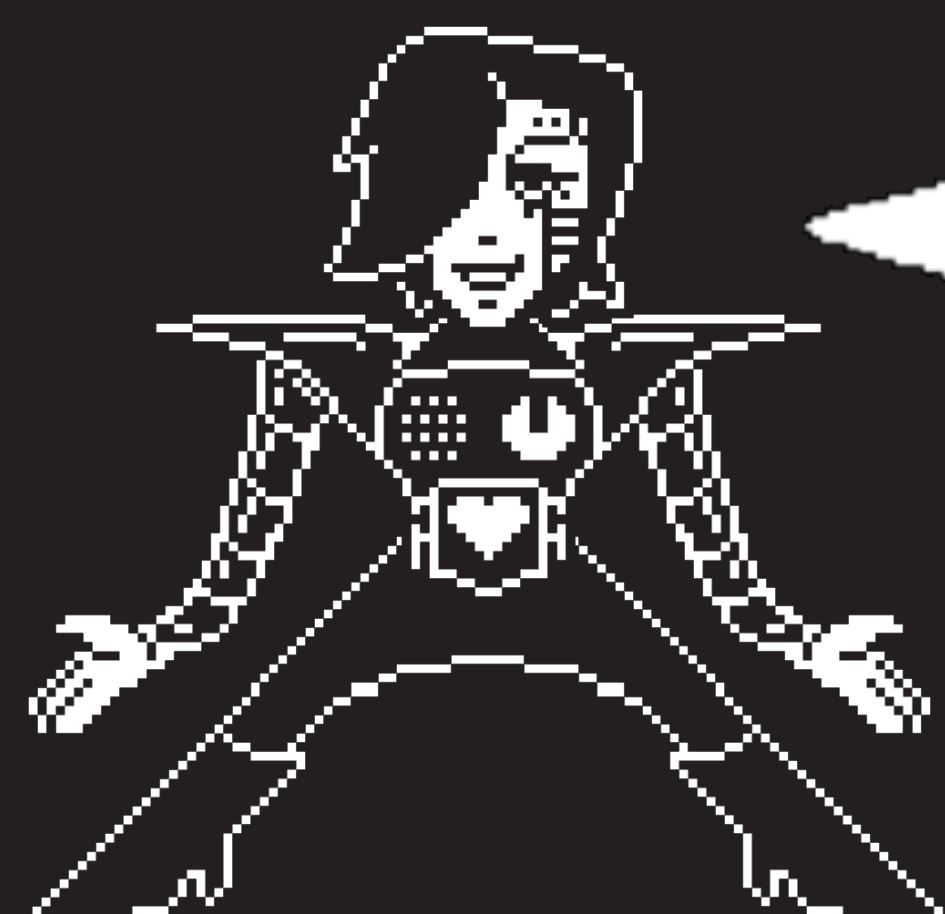


NYEH!



Hey, buddy, remember
me from that other
poster?

I'll be saving your essay
for future use, but for
now I'll make this poster
ABSOLUTELY beautiful!



Don't do it because you
are supposed to, **HUMAN**,
do it because you know it
is the right thing to do!



A story can be told
through every medium,
but not every medium
can tell the same story.

* Often times we feel the need to include
things in our games because of the genre it
falls in, or because it's just something
that has come to be expected.
* This could be a leveling system in an
RPG, or collectibles in a 3D platformer.
* You should always ask yourself how these
elements further push your core
experience, or if they are really even
needed at all, and seek ways to integrate
them into the narrative you are crafting.

* An experience is at its most impactful when it is able to
fully harness the strengths of its medium.
* For games this strength comes from the interactivity we
have with the medium and our ability to impact the outcome of
events.
* To both play upon the strengths and expectations that this
implies is to create an experience that could only be had
through the medium of games.

More can come from
power than just
destruction.

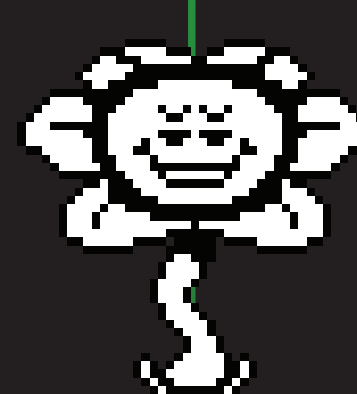


Remember child, your
actions say more
than your words.



* Undertale's final boss battle on the pacifist route
is a power fantasy in one of the purest senses: You
cannot die. You are given a power which cannot be
defeated. You rise above the power of a god.
* You do so without sacrificing that which made you
powerful in the first place: Love, compassion,
friendship, and determination.
* This power fantasy falls right in line with
Undertale's core narrative, overcoming the narrative
dissonance it induces into many other RPGs.

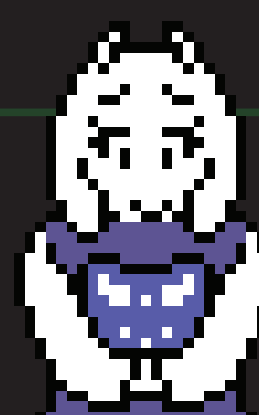
The game will
never end,
because you
won't let it.



* Mechanics can be used as more than a means of
progression or challenge, it can also be used to
reflect and impact the experiences of the player or
characters within a story.
* Undertale demonstrates this in its combat, with
enemies' attacks changing based on their emotional
state.
* The more impactful the results of the player's
input are the more invested they become in the
narrative that they have helped shape.



/ FIGHT



) ACT



@ ITEM



x MERCY