

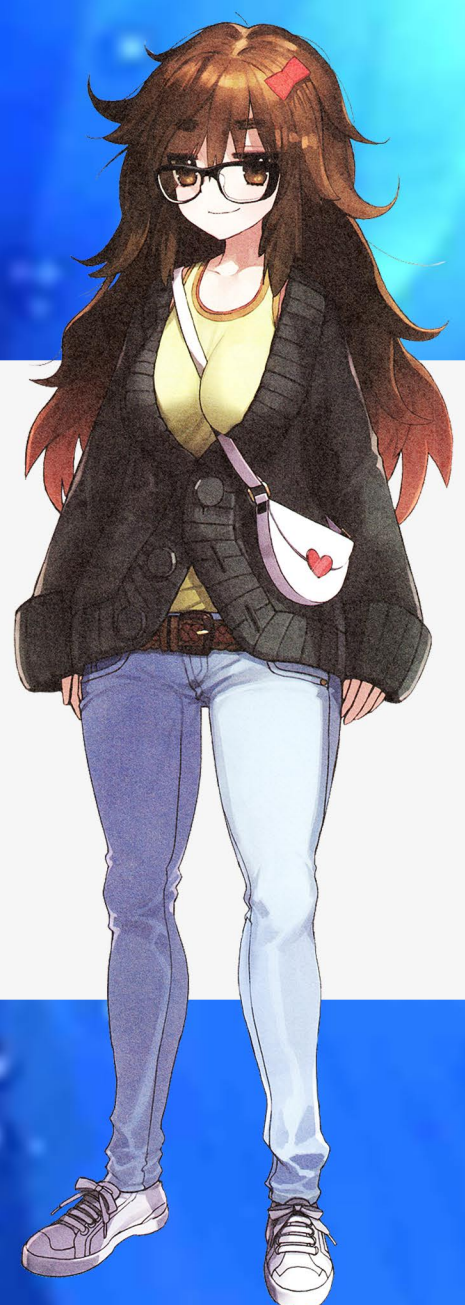


Game Overview

Fate/Extra CCC is a turn-based RPG developed by Type-Moon and Imageepoch and written by Nasu Kinoko. The game's narrative centers on a group of mages and legendary historical figures trying to escape from a simulated world inside a supercomputer controlled by a rogue AI.

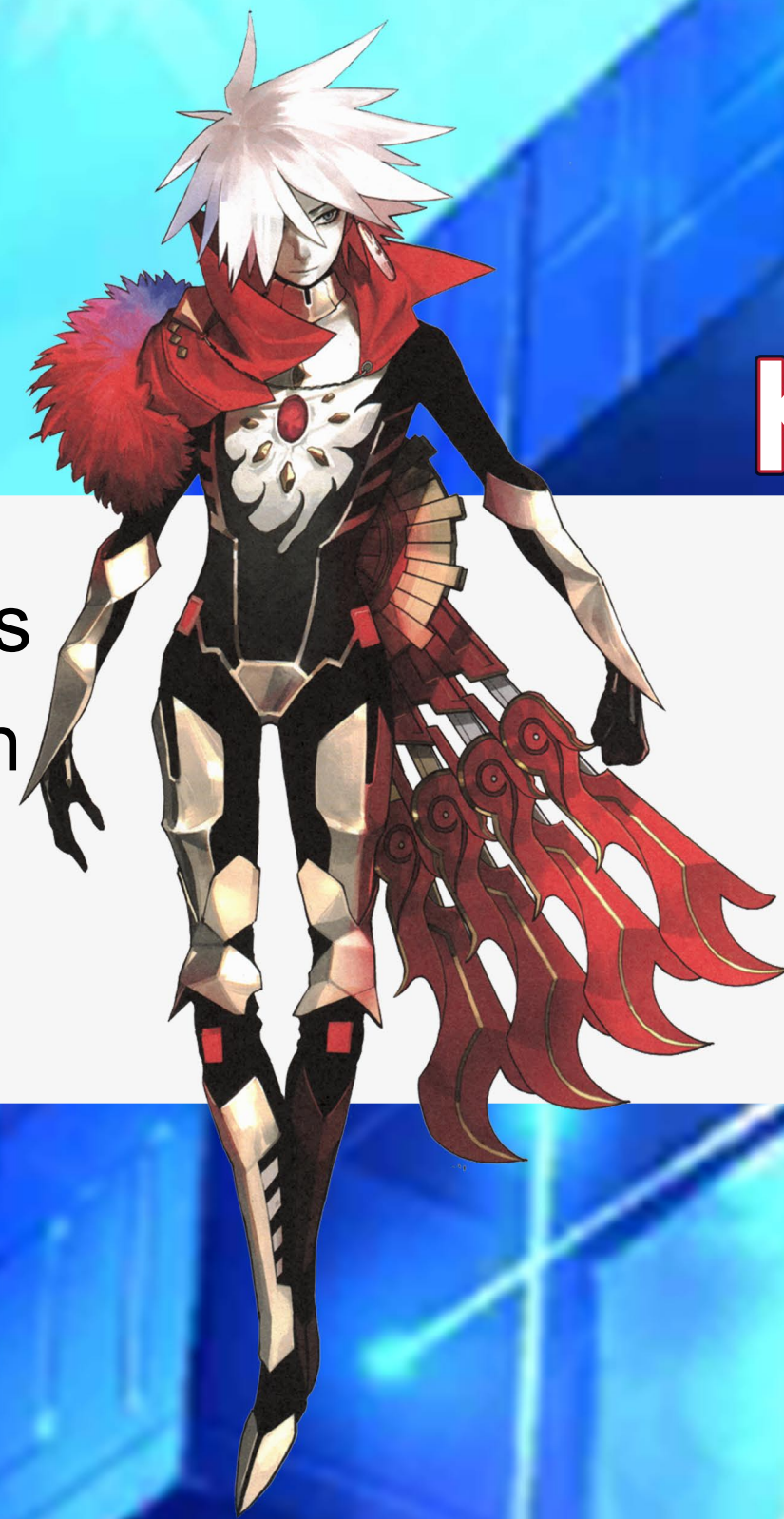
Jinako Carigiri

An unskilled mage who hides in a closet to ensure her own safety instead of helping the other mages escape.



Karna

A hero summoned to fight alongside Jinako. Serves as her mentor and helps with her character growth.



Elisabeth Bathory

A legendary serial killer summoned to keep the mages from escaping. Thoroughly evil.



Nasu and Existentialism

Nasu's writing frequently explores themes of Existentialism, and especially two related questions: do people have core, unchanging personalities, and do individuals have complete free will. Nasu's first novel, *Kara no Kyoukai*, makes the argument that Existentialism is wrong, and that individuals have core traits they cannot act against. Later works either expand on this argument or present counterarguments. *Fate/Extra CCC* falls into the latter category.

Secondary Characters' Value

Jinako, Karna, and Elisabeth are all ancillary to the game's central plot. These three characters allow *Fate/Extra CCC* to explore its central themes directly without needing to fit as cleanly with the demands of plot progression or the core gameplay. Secondary characters can be an effective tool in this regard, shining a light on the core themes of a game and providing the player with knowledge they can then apply to understanding the central characters' thematic arcs.

Existentialism in *Fate/Extra CCC*

In order to construct a counterargument against the idea that all individuals have a core, unchanging set of traits they cannot act against, *Fate/Extra CCC* uses Jinako and Elisabeth as counter examples. Both characters are intrinsically flawed and are shown in multiple instances to be unable to work against those flaws, even when it would be in their direct best interests to do so. Jinako's tendency toward inaction renders her unable to live the fulfilling and productive life she dreams of, while Elisabeth cannot resist indulging in her cruel, sadistic tendencies despite desperately wanting meaningful human connection. *Fate/Extra CCC* provides both characters with ample opportunity for standard redemption arcs, and both characters repeatedly pass up these opportunities. It is not until the very end of the narrative, when both characters have been effectively condemned to death, that an act of mercy on the part of the mentor-figure Karna allows both the chance to take small steps in a positive direction. As their characters have been thoroughly established to be intrinsically flawed, these final actions do not represent simple decisions acting in their stated interests, but rather small but painstaking changes in the characters' underlying personalities. This indicates that the Existential concept of the self as fundamentally changeable is true withing the game's thematic structure.