

Themes:

Classism And Class Disparity

The price of poverty, wealth-based lifestyle expectations, and favoritism linked to class.

The Complex Nature of Justice

Player is asked to "do the right thing," but no indication as to what the right thing is.

Bigby's Internal Moral Conflict

Bigby struggles with what "justice" actually means for his community.

Misogyny And Exploitation

Exploitation of class or gender disadvantages is also common throughout the game.

Highlight:

About to leave Fabletown, Nerissa (a long-term NPC) turns back to Bigby and says the same line Faith (murdered in Ep1) does in the introduction. Memories play in Bigby's head and the player gets to either "[Go After Her]" or "[Let Her Go]." The last line before the end of the game is a memory of Faith saying, "I'll see you around... Wolf" (Faith, Ep. 5).

"You're not as bad as everyone says you are..."
— **Faith, Ep. 1**

Has this been Faith disguised as Nerissa the entire game? Or was Nerissa disguised as Faith when you first met her?



THE WOLF AMONG US

A TELLTALE GAMES SERIES

Narrative Review

Amari O'Connor

[Quinnipiac University]

amari.joconnor@gmail.com

@artby.amari on Instagram

aoconnorj on Itch.io

Characterized World-Building:

- ~ Extensive connections between different characters and their respective fables/stories.
- ~ The Fables have a distinct way of interacting with each other, influenced by the stories they come from.

The Book of Fables [UI element] -

- ~ As the player meets new Fables, they are entered into the book with information on their person and snippets of their story from the Homelands.

"Oh her. That explains the sting. I'd rather not feel the pain she brings. So, let's not do that again, okay?" — **The Magic Mirror admitting his fear/disdain for Bloody Mary, Ep. 4**

"Didn't your mother ever teach you manners? Or was she too busy fucking whatever breeze drifted through town?" — **Bloody Mary insulting Bigby Wolf, Ep. 5**



Something to work on...

~ One of the serious flaws in the narrative of *The Wolf Among Us* is its skewed portrayal of sex work.

INTENT VS IMPACT: Though the intent of this plotline was not problematic, its execution could have used a bit more support to be successful.



The inclusion of sex workers in the narrative is not the issue.

- ~ Having sex work in games can be a positive influence if done correctly.
- ~ Lack of respect placed on the work, and portrayal of it not being a legitimate form of work, is what makes the impact negative.

Lessons:

- ~ Morally gray characters can be more fun to play than the average protagonist.
- ~ Make the gameplay accessible so the writing can also be clear.
- ~ Sometimes leaving loose ends is just as (if not more) effective than tying them up.