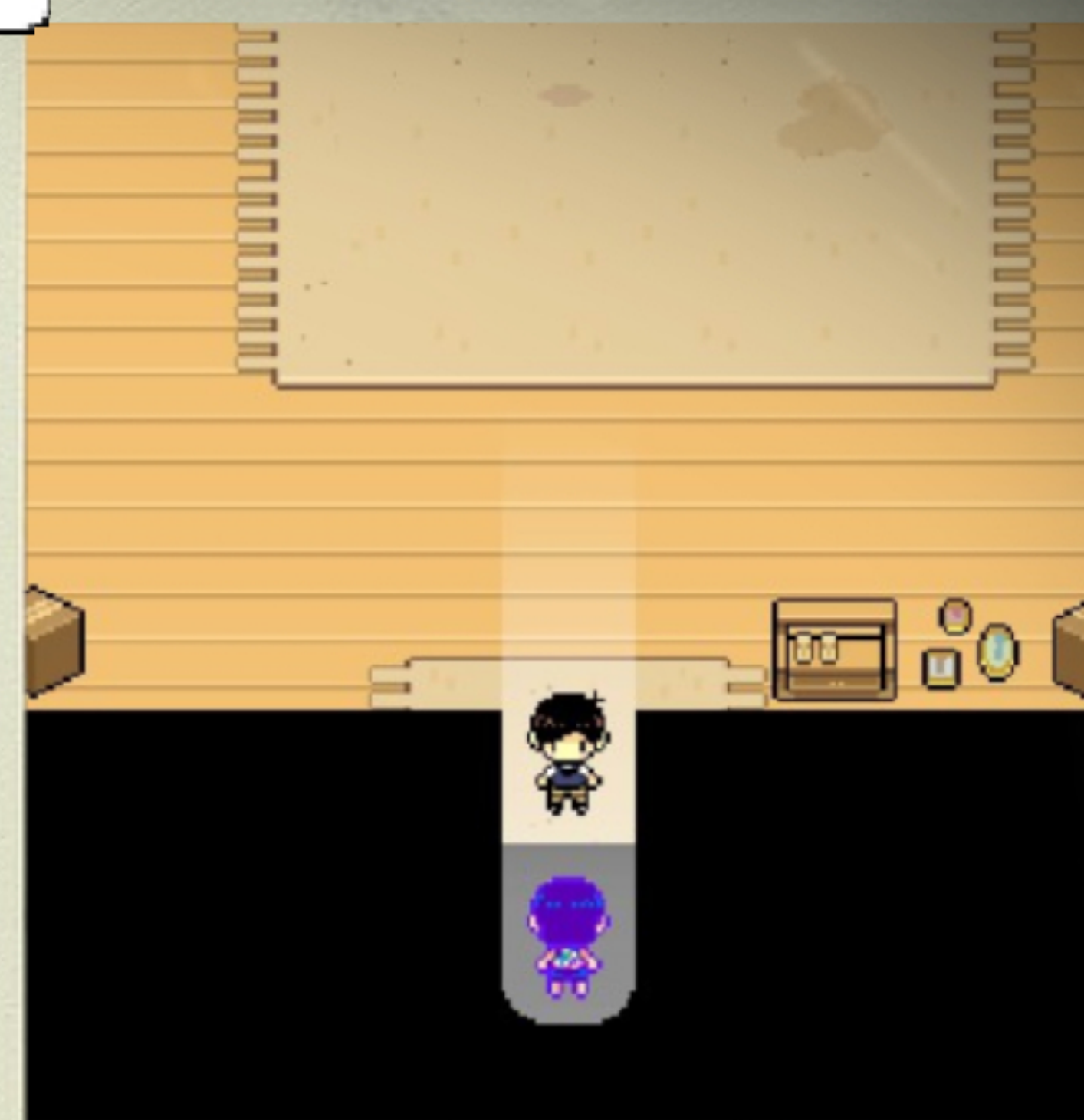


# OMORI

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*A Tale of Two Worlds*

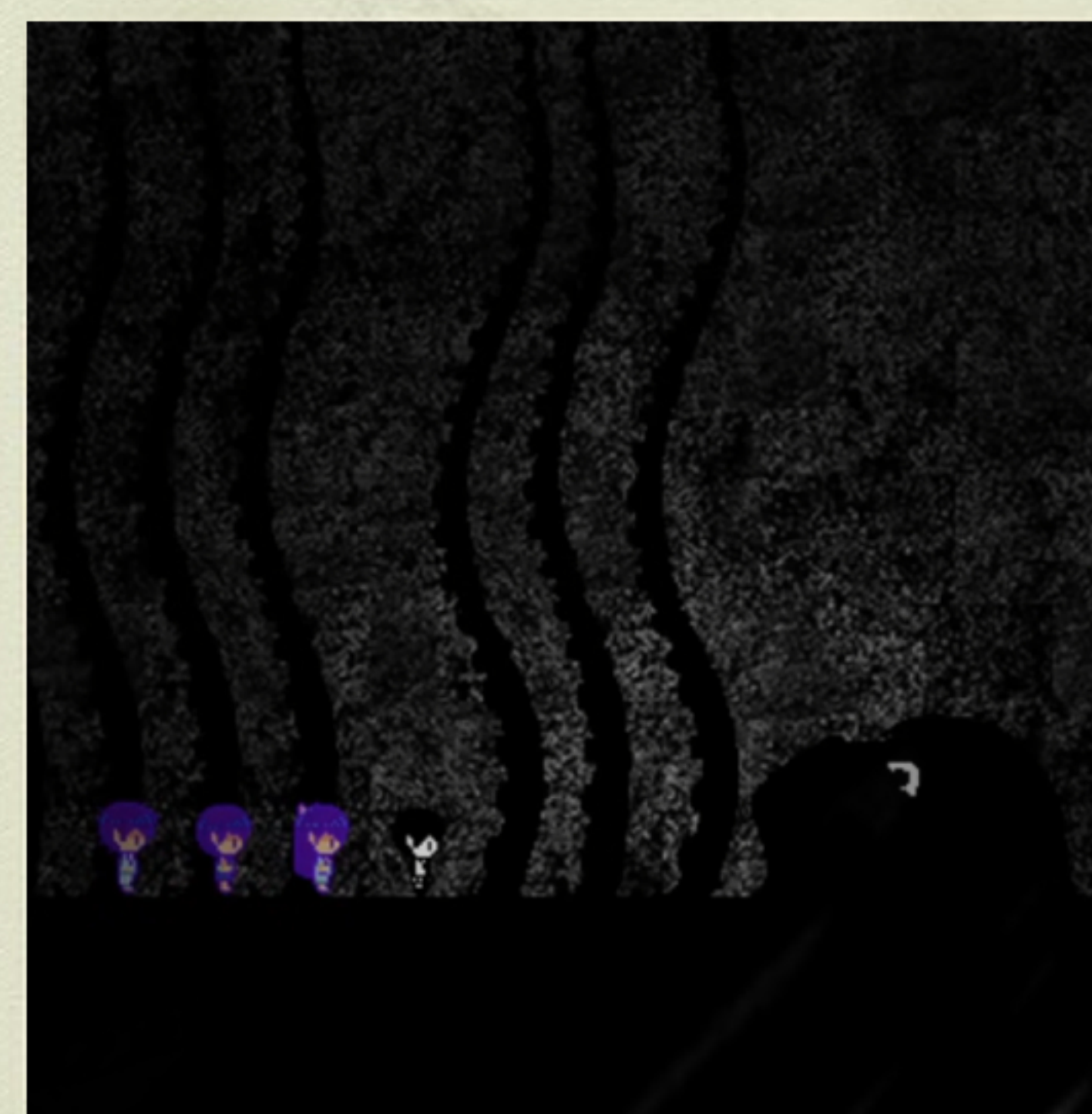
In OMORI, you run away from your troubles to a colorful dream world, only to be brutalized by them in a blunt real world when you wake up. It breaks the horror mold with a cutesy nature, using scary elements primarily as a window into the protagonist's psyche.



*Perspective is Power*

Even when it sticks to its usual gameplay loop, the way OMORI frames its mechanics differently in each scenario is what links gameplay and narrative into a cohesive ludonarrative. In its strongest moments, it intentionally leaves gaps in perspective or information and instead leaves the player to fill in the blanks and, much like the very protagonist they named, *find their own closure.*

OMORI has a wealth of optional content, each piece expanding on the narrative in different ways. At its worst, this leads to a few obscured narrative links. At its best, it keeps the narrative interesting through many playthroughs with little empty padding.



*Descending the Rabbit Hole*

