

Narrative Review by Tretiakova Aleksandra

THE LAST OF US PART II

A STORY OF REVENGE AND FORGIVENESS

The Last of Us Part II begins as a story about revenge, but gradually reveals itself as a story about grief, guilt, and the difficulty of letting go. What seems like a search for justice slowly becomes a reflection on the cost of violence.

A SHIFT IN PERSPECTIVE

Midway through the story, the player is forced to control Abby - the character responsible for Joel's death. This structural reversal transforms hatred into empathy and reframes every previous action. The "enemy" becomes human, and revenge begins to look like tragedy.

A TRAGEDY IN FIVE ACTS

Rather than following a traditional three-act structure, the game unfolds like a classical tragedy. Peace is introduced, shattered by catastrophe, deepened through moral reversal, and concluded not with victory - but with painful self-awareness. The climax is not about defeating an enemy, but about choosing whether to continue or break the cycle of violence.

