

Getting 1UP on Death:
Failure and Consequences in
Narrative Video Games



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Outline

Theorizing Games

Prioritizing Narrative

Mechanics of Death & Failure

Death With Narrative Purpose

Theorizing Games

... as *rules*

... as *fiction*

... and as *(in)coherent*



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Prioritizing Narrative



1/1

JBA

NSA

● Shoot Lambert





Mechanics of Death & Failure



● x 12

■ x 14 / 100

MARIO
● x 3







Death With Narrative Purpose





Conclusion



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