

the fire is dead.

the fire is flickering.

the traps contain scraps of fur, strange scales, bits of fur and tattered cloth.

the fire is roaring.

the room is warm.

the fire is burning.

dry brush and dead bra

the fire is dead.

strange noises can be h

the fire is flickering.

the fire is dead.

the room is freezing.

# A Dark Room

light fire

## *A Dark Room* Narrative Review

a dark room is a text-based game, developed by doublespeak games, in which players are invited to “light the fire, and see where it takes you”.

one of its strengths lies in the way its minimalism extends beyond aesthetic implications and into narrative ones. sparse, poignant worldbuilding and an ascii landscape leave infinite room for the player’s imagination. much like silent protagonists, the world of a dark room invites us in to tell our own tales to fill the silences left between its sparse narration.

it is easy to tell ourselves we are heroes. yet as the game unfurls, the story reveals how our kindnesses have become cruelties. survival becomes slaughter. our single-minded protagonist shrugs off the harm caused - and we realize we, too, forged ahead with assumptions of grandeur.

by leveraging minimalism to the fullest, building dissonance between what the player/protagonist believe and what they have actually done, a dark room brings us to that moment of realization to devastating effect.

resume game

DOUBLE SPEAK GAMES

adarkroom.com

save. restart. arthur davis. the guildhall at smu. arthurlaurendavis.com.