

# SLAY THE PRINCESS

A Narrative Analysis  
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## The Impact of Limits

*Slay the Princess'* decision to give the players extremely limited choice in which actions they can take elevates the narrative in way very open stories can't. This is an almost complete deviation from the recent trend of massive worlds, which can often feel empty. In restricting the player's choices, each individual action is made more engaging due to the specificity of its impacts and it's importance to an individual player's run.

## The Flourishing Tree

*Slay the Princess* is more powerful than other branching narratives because the ending is equally influenced by each branch. Due to the lack of a "true ending", a specific path that tells the real story, each branch needs to feel complete and engaging as players experience them. This lets the player's tree of experience flourish within the confines of the story, a rare piece of freedom offered by the game.

## The Internal Conflict

The majority of the characters in *Slay the Princess* are voices in the Slayer's head, each a representation of the Slayer's psyche and a unique character. The internal arguments are directed to the player, acting as another voice in Slayer's head. Choice in this game is about which voice, including your own, to listen to. This feeds the conflict of the game, forcing the player to push Slayer down a path that will always lead to disagreement in his head.

## The Vague Reflection

In *Slay the Princess* the mirror is one of the few pieces of interaction player's have with the world. This then leads players to conclude the mirror is essential to the plot. Unfortunately the explanation of its purpose falls flat, revealing it is just a remnant of Slayer's past. It is an extra piece that seems important but creates bloat, simply giving vague clues that something more is happening.