Ohio Wesleyan University

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Disrememberment

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Disrememberment is a horror-genre Twine game developed by Adrian Yates, Jacob Kenderson, Jocelyn Weaver, and Abbey Eyerman for Professor Stephanie Merkel's class Myth, Legend, and Folklore for Storytellers and Gamers (ENG 110).

The game follows an unnamed, presumably human main character as they are sent out into the Forest for an unknown reason. The main character encounters a number of monsters and other magical creatures based on the Russian folklore from the Afanas'ev book Russian Fairy Tales, as well as other original creatures based on Jungian psychological archetypes and Proppian Functions. The other main character of the game is Baba Yaga, who serves as both an antagonist and a helpful guide. The game has fifteen endings and one secret ending, all of which draw from the Russian folklore tradition.

DisRememberment draws major influences from the stories in the Afanas'ev collection such as *Vasilisa the Beautiful*, *The Maiden Tsar*, and *Baba Yaga and the Brave Youth*. The influence of Jung and Propp's work are far more subtle within the game, with the most obvious influence being the Proppian Dramatis Personae as well as a heavy plot focus on the Proppian "Donor Cycle."

During the presentation, I will go through the game and pause to explain when a Proppian or Jungian idea comes into play.

The Function is a term developed by Vladamir Propp to explain the distinct events that can happen within a Russian fairy tale. There are 31 functions in every story and while not every function occurs within a story, they are always in a set order. The donor cycle is a very important Function, and occurs in many (but not all) Russian Fairy Tales. These Functions are numbered 12, 13, and 14, and follow as such

12 **D** Hero is tested by donor

13 E The hero's reaction
14 **F** Provision or receipt of magical agent

The reason this is called the Donor Cycle is because in folktales, this cycle happens three times. 12, 13. 12, 13. 12, 13, 14.

A hero is, obviously, the main character, and the Donor is, obviously, a Donor. In the game, Baba Yaga serves as a Donor figure, as seen in all routes of the game.

The Donor and Hero are both roles, or as Propp calls them, Dramatis Personae.

Along with the Hero, the main character, and the Donor, the Baba Yaga, there are also numerous Helper characters.

Almost every character in the game is capable of being a helper, including Baba Yaga.

The donor role and the helper role have a major overlap, and the game often overlaps these two roles, as well as exploring things such as a Hostile Helper, such as the Dragon, or, arguably, the Skulker.