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Interesting Video Game Fan Theories

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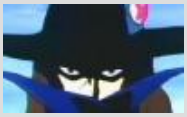
Prototype
Member
(04-13-2014, 11:14 AM)
Quote



Interesting Video Game Fan Theories #1

EDIT: This thread contains unmarked SPOILERS. You have been warned.

After recently reading http://squallsdead.com/ (and being blown away by it) I started wanting to see what other crazy, insane and cool theories are out there.

The Squall is dead theory was really cool and inspired me to take another look at a game that I played years ago, and thought I had a pretty good grasp on but shined a light on some parts that were a little vague in a new way that was very fun to read and think about.

2 of the other theories I found and liked were Chrono Trigger retelling the bible and of course the ME3 indoctrination theory. , which I loved and wished with all my heart was true at the time.

Both of these theories are interesting as well. The common thread they all have for me, is giving a great game/story a second life and really thinking about all the aspects of the story on a level that pays attention to the little details. In some cases, like the ones mentioned above it makes the worlds that have been built in these games even richer, like diving into a classic work of literature and analyzing the hell out of it in a classroom, it not only makes the source material better by fostering conversation but provides entertainment of the best kind, creative thought.

I know there must be more great theories out there, and that most here are familiar with the 3 examples I posted, but I want more!

Please post/discuss any other interesting/favorite theories about games. I am really enjoying reading/watching these.

Last edited by Prototype; 04-13-2014 at 11:40 AM.

SnakeEyes
Member
(04-13-2014, 11:16 AM)
Quote

#2

> Originally Posted by **Prototype**
> … **ME3 indoctrination theory.**

Came here to post this. After the outrage of some over the original ME3 ending, people clung to this in desperation.

RaikuHebi
Banned
(04-13-2014, 11:19 AM)
Quote

#3

MGS4 not being canon canon.

It's a desperate from those of us not too fond of where the series went post 3, but comparing the original intention of MGS2's Plant, as a vague possibly virtual event, with it's confirmation in 4 as having truly happened in the real world, and you do start to wonder.

Prototype
Member
(04-13-2014, 11:20 AM)
Quote

#4

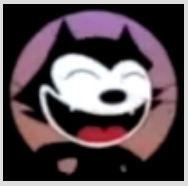
> Originally Posted by **SnakeEyes**
> Came here to post this. After the outrage of some over the original ME3 ending, people clung to this in desperation.

Yes, I was one of those. I was out of desperation lol, but the idea of shephard/the player being indoctrinated was too cool for me to give up on. I mean talk about going meta... we as players would have been part of the reapers plan. That really *would* have been amazing.

edit
@RaikuHebi

can you give me a link to that MGS4 theory? I would be interested in reading it. I got *really* into MGS from 1-3 during the PS2 days and would love a chance to read some crazy MGS theories.

G-Fex
G for Gothic Lolita
(04-13-2014, 11:21 AM)
Quote



#5

> Originally Posted by **RaikuHebi**
> MGS4 not being canon canon.
>
> It's a desperate from those of us not too fond of where the series went post 3, but comparing the original intention of MGS2's Plant, as a vague possibly virtual event, with it's confirmation in 4 as having truly happened in the real world, and you do start to wonder.

thank's to the current marathon going on at the moment on twitch it's amazing how the simulation of 2 goes in comparison to the first game when the streamer talked about it.

Yes, I don't believe MGS4 to be cannon.

doofy102
Member
(04-13-2014, 11:27 AM)
Quote

#6

> Originally Posted by **RaikuHebi**
> MGS4 not being canon canon.
>
> It's a desperate from those of us not too fond of where the series went post 3, but comparing the original intention of MGS2's Plant, as a vague possibly virtual event, with it's confirmation in 4 as having truly happened in the real world, and you do start to wonder.

If we're gonna talk about MGS theories, these should probably be posted.
http://metagearsolid.org/classic-articles/

Contains the VR theory, general MGS3 analysis (how Kojima went about "making up" for MGS2) and he "Kojima vs MGS4" stuff which is a good read even if the writer is a little TOO anti-MGS4 for my taste to take seriously at times, but it still paints a dark picture of Kojima's relationship with MGS4. The writer will probably love the little dig at MGS4 in ground zeroes :P

The MGS4 vamp contradictions with MGS2 definitely are interesting.

Last edited by doofy102; 04-13-2014 at 11:30 AM.

BocoDragon
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-13-2014, 11:28 AM)
Quote

#7

I guess I have a special bit of loathing for Squall Is Dead because I think it's fabricated from thin air, with absolutely zero to corroborate it in the game itself. The theme simply does not fit with anything. I think you could make up just as many alternative theories to works of fiction, and better ones at that. Squall Is Dead lives and dies on the internet based on the fact that they bought a .com, instead of as many random crackpot theories in essays on RPGamer.

Now, the theory "Ultimecia is a future version of Rinoa", corrupted by the sorceress power and grieving the loss of dead Squall in a possible future timeline? That fits in the possibility of the game narrative. In fact it's such a clever theory, that I believe it was addressed and debunked by the creators in an Ultimania somewhere.

RaikuHebi

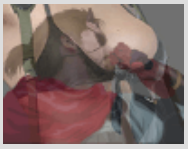
#8

Banned
(04-13-2014, 11:30 AM)
Quote

> Originally Posted by **doofy102**
>
> If we're gonna talk about MGS theories, these should probably be posted.
> http://metagearsolid.org/classic-articles/
>
> The "Kojima vs MGS4" one is a good read even if the writer is a little TOO anti-MGS4 for my taste to take seriously at times.
>
> The MGS4 vamp contradictions with MGS2 definitely are interesting.

Thanks, will have a look. If the writer is like me then I'm guessing he thinks Kojima's MGS4 was him "acting out" so to speak.

Akiller
Member
(04-13-2014, 11:32 AM)
Quote



#9

So, this is a MGSV thread right?

doofy102
Member
(04-13-2014, 11:33 AM)
Quote

#10

> Originally Posted by **RaikuHebi**
>
> Thanks, will have a look. If the writer is like me then I'm guessing he thinks Kojima's MGS4 was him "acting out" so to speak.

I don't think he's wrong, it's just that towards the end of the essay he kind of gives up on using evidence and the essay takes more a tone of "I have a gut feeling that...." which is still interesting to read haha

MGS2: Colonel: "Raiden, log into the node."

Raiden: "Did you just say, nerd?"

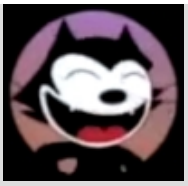
Raiden is logging into you. We laughed at that line, but Kojima had us all along.

Last edited by doofy102; 04-13-2014 at 11:39 AM.

G-Fex
G for Gothic Lolita
(04-13-2014, 11:33 AM)
Quote

#11

Twin Snakes being Raiden's shadow moses simulation before the Plant mission?



Fantastapotamus
Member
(04-13-2014, 11:34 AM)
Quote

#12

There is probably a ton of stuff for Valve's games (Alix [sic] in Portal 2 etc.) but I'm too lazy to look it up.

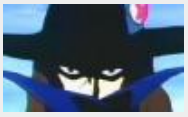
the_batman
Member
(04-13-2014, 11:34 AM)
Quote

#13

> Originally Posted by **Akiller**
> So, this is a MGSV thread right?

you mean how people think Chico [redacted] lol. not to mention tons of other ideas like [redacted]

Prototype
Member
(04-13-2014, 11:38 AM)
Quote



#14

> Originally Posted by **BocoDragon**
> I guess I have a special bit of loathing for Squall Is Dead because I think it's fabricated from thin air, with absolutely zero to corroborate it in the game itself. The theme simply does not fit with anything. I think you could make up just as many alternative theories to works of fiction, and better ones at that. Squall Is Dead lives and dies on the internet based on the fact that they bought a .com, instead of as many random crackpot theories in essays on RPGamer.
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I really liked the squall is dead theory because I remember thinking WTF at the time (as a kid) after inserting Disc 2 and he's OK, like nothing much happened. I haven't read the Rinoa Theory but I've book marked it and will read it for sure. I think it's great to have multiple theories for games. As long as they are well written they are fun to read and think about, to see where someone's perspective is on a game where things seemingly aren't fully explained.

@doofy102 Will look into your link as well. Thanks for sharing it man!

Finally, I haven't looked for any yet, But I imagine there are more then a few theories around **Ico/Shaow of the Colossus**, I remember vaguely years ago reading some stuff about how the 2 games are connected but never went deep enough to find out if they actually are connected or if it was just a theory. I'm just SotC and Ico have a whole set surrounding them individually as both games leave a lot up to the players interpretation. If anyone knows any good ones for either or both games please share!

Last edited by Prototype; 04-13-2014 at 11:51 AM.

nbnt
is responsible for the well-being of this island.
(04-13-2014, 11:39 AM)
Quote

#15

This is my favorite one: http://www.youtube.com/watch?v=q5w6ieaTxGA

Fantastapotamus
Member
(04-13-2014, 11:41 AM)
Quote

#16

The "Link is dead in Majora's Mask and Link's Awakening" theories were always fun to read.

doofy102
Member
(04-13-2014, 11:42 AM)
Quote

#17

And there's the Final Fantasy 7 theory which states [redacted]

BocoDragon
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-13-2014, 11:44 AM)
Quote

#18

> Originally Posted by **Prototype**
> I really liked the squall is dead theory because I remember thinking WTF at the time (as a kid) after inserting Disc 2 and he's OK, like nothing much happened

Here's what it is: the dissonance of seeing someone get hit by magic in an FMV.

We see FF characters get hit by magic spells all the time. A giant block of ice crashed down on Rinoa in a battle? Nothing special.

But we see Squall get pierced by ice, in a dramatic scene at the end of a disc... It feels like it's supposed to be a more important defeat. But in retrospect they were probably just saying "this sorceress used magic" (as per usual in FF) and put the smack down on Squall. It's nothing a Phoenix Down or a rest at the Inn couldn't clear up... So if he wakes up in prison, no big deal.

Seeing it in FMV, we assume it's supposed to mean more than the "fake" wounds of battle. But I think they were just trying to dramatize what is an FF everyday occurrence.

Boss Riovane
Wait, I did WHAT?
(04-13-2014, 11:51 AM)
Quote

#19

This has always bothered me.

Akiller
Member
(04-13-2014, 11:52 AM)
Quote

#20

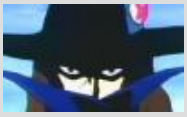
> Originally Posted by **the_batman**
> you mean how people think Chico [redacted] lol. not to mention tons of other ideas like [redacted]

There would no MGS hype without theories

Just imagine the scene:
"What a half naked sniper girl is doing here in the desert?Hmm"
"Watch out Boss, it could be a trap"

Last edited by Akiller; 04-13-2014 at 11:55 AM.

Prototype
Member
(04-13-2014, 11:55 AM)
Quote



#21

> Originally Posted by **BocoDragon**
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> Seeing it in FMV, we assume it's supposed to mean more than the "fake" wounds of battle. But I think they were just trying to dramatize what is an FF everyday occurrence.

See this is an interesting theory, but FF set a precedence that FMV deaths/attacks/injuries are in fact more serious then battle deaths/injuries. The precedent I'm talking about is FF7 and Arieth dying after being stabbed. She can get stabbed, blown up, and set on fire in a battle and it's fine, but in an FMV shit gets real and one sword strike and she is down. This is partly why I feel that Squall getting impaled in the FMV is more then just "battle damage" that he can shrug off. It's also strange (as the theory mentions) that he questions what happened to him and that there is no wound, yet quickly forgets it and doesn't even think about it again.

edit:

> Originally Posted by **Riovane**
> This has always bothered me.

I never noticed that. Also, i have to thank you for posting this, I forgot how beautiful the music in that game is. After I'm done with FF12 I think I'll be doing Chrono Cross next. (I've been on a nostalgia bender lately)

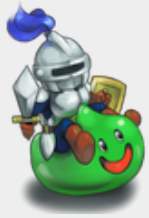
EDIT2:

> Originally Posted by **Fantastapotamus**
> The "Link is dead in Majora's Mask and Link's Awakening" theories were always fun to read.

I *just* got done watching the Majora's Mask video, man... it's hard for me to argue against. I also only played that game once *years* ago so i'm probably not the best person to pick it apart.

Last edited by Prototype; 04-13-2014 at 12:07 PM.

KittenMaster
Member
(04-13-2014, 11:56 AM)
Quote



#22

> Originally Posted by **doofy102**
> And there's the Final Fantasy 7 theory which states [redacted]

Part of this is grounded in fact but not enough to fully support this theory at least IMO, [redacted]

[redacted]

Jacqli
Junior Member
(04-13-2014, 11:57 AM)
Quote

#23

I am one of those who still believe in the IT (or that it was the initial idea at least)! I can't help it, but sounds so cool and reasonable... Much more than the real ending. And the people behind the theory did such a great job looking for clues, making explanatory videos that I feel bad not only for Mass Effect itself, but also for all those pro IT.

Vampirolol
Member
(04-13-2014, 11:57 AM)
Quote

#24

Manny Calavera is dead in Grim Fandango but it's just a theory.

Jokes apart, the Majora's Mask one needs more attention.

Spring-Loaded
Member
(04-13-2014, 11:59 AM)
Quote

#25

That TLoU is a metaphor for the game industry.

game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).

Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.

he then meets Ellie — the anthropomorphism of a good game that rekindles one's passion for life/gaming (TLoU) — and while reluctant at first, he warms up to her throughout the game. Early on he sees her as just another job/game, but Trish (the representation of naughty dog) implores him to reconsider, acknowledging that they've done bad things (kill people for money/make games like Uncharted that have inspired many to make their games ultra linear) but that there must have been something meaningful (while rote and influential in a bad way, the Uncharted games were fun) between them, enough so that Joel should take this plunge.

throughout the game, Joel starts to get invested in this new experience, one that somewhat reminds him of daughter/types of games he used to like. He becomes protective. He doesn't want to share her with anyone else. The Firelies want to take her and use her to help save humanity/the industry as a whole. By doing so, she would no longer be the same. The personal experience gamers had with TLoU will no longer be their own experience since it would be used as a genome for other games; they can't let it go. The protectiveness kicks in and Joel runs off with her, killing all those who get in his way (critics of TLoU's flaws, indie devs who will "steal" ideas from TLoU, thus making it impure).

Instead of recognizing TLoU's true worth and potential to benefit the industry, Joel keeps it to himself, placing it on a pedestal and propping it up to a point no one will attempt to take inspiration from it, lest they always be seen as inferior copycats. The TLoU devs suspect that this is how their fans will react, but they just go along with it since at least they'll live "happily" ever after/get lots of accolades.

BocoDragon
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-13-2014, 11:59 AM)

#26

> Originally Posted by **Riovane**
> This has always bothered me.

Quote

Watching this sold me on a replay. But I don't see what's upsetting about this? So Kid is some future incarnation of Schala? So what.

Terrell
Member
(04-13-2014, 11:59 AM)

#27

Quote

It's an interesting theory, but ultimately, Occam's razor has to kick in, and the most likely explanation is that they were trying too hard to have a "highbrow" ending to an otherwise lazily constructed plot and it basically made everything even worse to understand.

Prototype
Member
(04-13-2014, 12:06 PM)

#28

Quote

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.

I don't know if you're just fucking around or not, but reading this actually made sense to me. Maybe I'm going crazy reading all these game theories, but this was actually pretty cool (especially if you just made it up on the spot). Maybe I'm off my rocker but this makes me like the game more.

MormaPope
Banned
(04-13-2014, 12:06 PM)

#29

Quote

Link being dead in Majora's Mask is probably my least favorite fan theory. The main theme of Majora's Mask is you can't make the world perfect, you can't save everybody, there will be suffering and pain for everyone somewhere down the line, but as long as the world as a whole survives, hope and life will continue. I forgot the bottom line for this theory, isn't it Link reaches enlightenment due to the events in Majora's Mask? Even though plenty of people are left to suffer?

Bleh.

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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humanity/the industry as a whole. By doing so, she would no longer be the same. The personal experience gamers had with TLoU will no longer be their own experience since it would be used as a genome for other games; they can't let it go. The protectiveness kicks in and Joel runs off with her, killing all those who get in his way (critics of TLoU's flaws, indie devs who will "steal" ideas from TLoU, thus making it impure).

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Last edited by MormaPope; 04-13-2014 at 12:09 PM.

BocoDragon
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-13-2014, 12:08 PM)
Quote

#30

> Originally Posted by **Prototype**
>
> See this is an interesting theory, but FF set a precedence that FMV deaths/attacks/injuries are in fact more serious then battle deaths/injuries. The precedent I'm talking about is FF7 and Arieth dying after being stabbed. She can get stabbed, blown up, and set on fire in a battle and it's fine, but in an FMV shit gets real and one sword strike and she is down. This is partly why I feel that Squall getting impaled in the FMV is more then just "battle damage" that he can shrug off. It's also strange (as the theory mentions) that he questions what happened to him and that there is no wound, yet quickly forgets it and doesn't even think about it again.

Well, to that I would say that FFVIII was a turning point, where they were taking the first baby steps toward more realism (adult sized figures, 3 characters moving on field, etc), and they got a few notes wrong that you wouldn't see in the future.

I think FF has recently shied away from showing in-game mechanics (like attacks and spells) in FMV and in game cutscenes, because it creates dissonance and the kind of misunderstandings that make you wonder "shouldn't he be more hurt after that attack?" But back then I'm pretty sure that's what they were showing in that scene at the end of Disc 1.

Look at the alternative: what did Edea hit Squall with? Was it Doom 3? No .. It was some ice spell. By the laws of FF, it's not like it should have killed him.

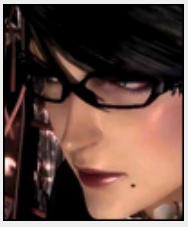
Last edited by BocoDragon; 04-13-2014 at 12:11 PM.

viciouskillersquirrel
NeoGAF's Emotion Exchequer Extraordinaire
(04-13-2014, 12:08 PM)
Quote

#31

I always liked the one in the RGBY Pokémon games where Blue/Gary's Raticate dies at some point before you meet him in Lavender Tower.

Persona7
Member
(04-13-2014, 12:09 PM)
Quote



#32

> Originally Posted by **MormaPope**
>
> Link being dead in Majora's Mask is probably my least favorite fan theory. The main theme of Majora's Mask is you can't make the world perfect, you can't save everybody, there will be suffering and pain for everyone somewhere down the line, but as long as the world as a whole survives, hope and life will continue. I forgot the bottom line for this theory, isn't it Link reaches enlightenment due to the events in Majora's Mask? Even though plenty of people are left to suffer?
>
> Bleh.

I feel the same way about that theory. It is unpopular in enthusiast circles as far as I can tell.

Last edited by Persona7; 04-13-2014 at 12:12 PM.

shacklesmcgee
Member
(04-13-2014, 12:12 PM)
Quote

#33

> Originally Posted by **Spring-Loaded**
>
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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What in the? And this is coming from someone finishing reading the MGS theories

tuna_love
Member
(04-13-2014, 12:13 PM)
Quote

#34

> Originally Posted by **Spring-Loaded**
>
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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> Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.
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money/make games like Uncharted that have inspired many to make their games ultra linear) but that there must have been something meaningful (while rote and influential in a bad way, the Uncharted games were fun) between them, enough so that Joel should take this plunge.

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Wow

Santiako
Member
(04-13-2014, 12:14 PM)

#35

Quote

Originally Posted by **Spring-Loaded**

That TLoU is a metaphor for the game industry.

game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).

Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.

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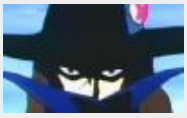
That's so dumb hahahahah

Prototype

#36

Member
(04-13-2014, 12:28 PM)
Quote



> Originally Posted by **BocoDragon**
>
> Well, to that I would say that FFVIII was a turning point, where they were taking the first baby steps toward more realism (adult sized figures, 3 characters moving on field, etc), and they got a few notes wrong that you wouldn't see in the future.
>
> I think FF has recently shied away from showing in-game mechanics (like attacks and spells) in FMV and in game cutscenes, because it creates dissonance and the kind of misunderstandings that make you wonder "shouldn't he be more hurt after that attack?" But back then I'm pretty sure that's what they were showing in that scene at the end of Disc 1.
>
> Look at the alternative: what did Edea hit Squall with? Was it Doom 3? No .. It was some ice spell. **By the laws of FF, it's not like it should have killed him**.

By the laws of FF, it's not like a sword attack should have killed Areith, it wasn't Doom 3 after all :p

Joking aside I do see the point you're trying to make. The FMV scene alone doesn't constitute proof. However, I still feel that it's vague enough that it invites thought and conversation, like the one we're having right now!

Also, the according to that Wiki link about the Rinoa/ultimecia theory, I looked it up and some one edited in that Square themselves said it's not true. Either way, it's still a cool theory.

nbnt
is responsible for the well-being of this island.
(04-13-2014, 12:31 PM)
Quote

#37

> Originally Posted by **Spring-Loaded**
>
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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This is amazing.

Mman235
Member
(04-13-2014, 01:10 PM)
Quote

#38

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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This is one of the most batshit insane theories I've heard so far. I love it.

Last edited by Mman235; 04-13-2014 at 11:14 PM.

DiipuSurotu
Blind
(04-13-2014, 03:17 PM)
Quote

#39

Super Mario Bros. 3 is a stage play.

Xenosaga is what happens after Wilhelm has reset Xenogears' universe.

Ivalice is the real world after magic has gradually disappeared after each Ivalice game.

Miguel from Chrono Cross is Crono in exile, and Leena is Marle's daughter. [redacted]

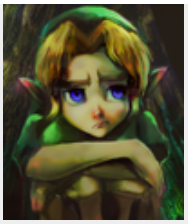
Secret of Evermore originally had a horrific, incredibly disturbing story that was toned down during development. [redacted]

zeldablue
Member
(04-13-2014, 11:12 PM)
Quote

#40

> Originally Posted by **Vampirolol**
> Manny Calavera is dead in Grim Fandango but it's just a theory.
>
> Jokes apart, the Majora's Mask one needs more attention.

While Majora's Mask is definitely about death. There are plenty of things wrong with the Link is Dead



theory. Mostly because of the timeline though. :p

SolVanderlyn
Member
(04-13-2014, 11:14 PM)
Quote

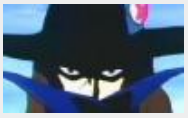
#41

> Originally Posted by **Mr. Nobody**
> Twin Snakes being Raiden's shadow moses simulation before the Plant mission?

I've always been behind this theory. It would even explain the Matrix-esque nonsense.

Another one I like is that Fierce Deity is actually Termina's Link, as he has no equivalent anywhere else in the world. There's subsets of this theory, too, such as that Fierce Deity is dead by the time our Link gets to Termina, or that he was a villain, and not a hero at all.

Prototype
Member
(04-14-2014, 12:02 AM)
Quote



#42

> Originally Posted by **DiipuSurotu**
> Super Mario Bros. 3 is a stage play.
>
> Xenosaga is what happens after Wilhelm has reset Xenogears' universe.
>
> Ivalice is the real world after magic has gradually disappeared after each Ivalice game.
>
> Miguel from Chrono Cross is Crono in exile, and Leena is Marle's daughter. [redacted]
>
> Secret of Evermore originally had a horrific, incredibly disturbing story that was toned down during development. [redacted]

I'm familar with the Mario one, but not the others. Bookmarked. Thanks for the links. Both the Xenosaga one and the Chrono Cross ones sound very interesting considering both games are ripe for interpretation. Can't wait to dive in man.

Triggerhappytel
Member
(04-14-2014, 01:11 AM)
Quote

#43

> Originally Posted by **Prototype**
> Finally, I haven't looked for any yet, But I imagine there are more then a few theories around **Ico/Shaow of the Colossus**, I remember vaguely years ago reading some stuff about how the 2 games are connected but never went deep enough to find out if they actually are connected or if it was just a theory. I'm just SotC and Ico have a whole set surrounding them individually as both games leave a lot up to the players interpretation. If anyone knows any good ones for either or both games please share!

I don't know if it's a common theory, but I believe Mono from Shadow of the Colossus is the Dark Queen from Ico. Wander said she had a cursed fate and I think that was a foretelling of her reign from Ico. That's why she was sacrificed and Wander reversed that and created the curse with the horned boys when he got Dormin to resurrect her.

Prototype
Member
(04-14-2014, 01:53 AM)
Quote

#44

> Originally Posted by **Triggerhappytel**
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So Wander dies to save Mono, but she ends up becoming corrupted by Dormin's influence? Or, could it be that her anger & sadness over Wanders death turns her evil? <--edit: and Dormin isn't to blame, it actually fulfills it's part of the bargin fairly (no strings attached), seems dubious though, as I suspect Dormin to have it's own agenda. I could believe that Dormin inserts a part of itself into Mono and that

contributes to her turn into the Dark Queen. This could be what her " cursed fate" was all along, with Wander playing exactly into the role, never aware that he is playing into Dormin's plot and helping to cause his loved one to become evil.

Last edited by Prototype; 04-14-2014 at 02:00 AM.

Bandit1
Member
(04-14-2014, 02:11 AM)
Quote

#45

I know a popular theory about Spec Ops: The Line is that [redacted]

Man God
Non-Canon Member
(04-14-2014, 02:20 AM)
Quote

#46

Yo, Squall is dead isn't even the best FF8 fan theory.

The best one is that Ultimecia is Rinoa.

rdrr gnr
Member
(04-14-2014, 02:24 AM)
Quote

#47

The Covenant from Halo represents Islam in its modern religious zealotry, while the UNSC represents the West. Interesting, but untrue -- obviously.

Winterfang
Banned
(04-14-2014, 02:25 AM)
Quote

#48

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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Man this has to be the worst thing I've read in years.

BocoDragon
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-14-2014, 02:25 AM) #49
Quote

> Originally Posted by **Man God**
> Yo, Squall is dead isn't even the best FF8 fan theory.
>
> The best one is that Ultimecia is Rinoa.

Yup. I agree, and said so above.

drtomoe123
Member
(04-14-2014, 02:27 AM) #50
Quote

> Originally Posted by **DiipuSurotu**
> Super Mario Bros. 3 is a stage play.

That's stage-left, not stage-right.

ElFly
Member
(04-14-2014, 02:27 AM) #51
Quote

Squall is dead theory is stupid because it really doesn't explain even the most basic questions about the game.

I think there is a whole category of fan theories where the basic idea is "the protagonist is actually dead". It is probably the laziest kind of fan theory.

Sub-Zero at a Starbucks
Wolfric the Wild
(04-14-2014, 02:34 AM) #52
Quote

> Originally Posted by **MuseManMike**
> The Covenant from Halo represents Islam in its modern religious zealotry, while the UNSC represents the West. Interesting, but untrue -- obviously.

A personal theory of mine is that the reason they renamed the Reclaimer Trilogy to the Reclaimer Saga is that it's going to become an anthology series. Halo 5, 6, etc. will all start with Chief waking up from cryo again, just like at the beginning of 4 - and 343's going to keep shooting for a game that both they and the fans are happy with.

ramyeon
Member
(04-14-2014, 02:35 AM) #53
Quote

> Originally Posted by **BocoDragon**
> Here's what it is: the dissonance of seeing someone get hit by magic in an FMV.
>
> We see FF characters get hit by magic spells all the time. A giant block of ice crashed down on Rinoa in a battle? Nothing special.

> But we see Squall get pierced by ice, in a dramatic scene at the end of a disc... It feels like it's supposed to be a more important defeat. But in retrospect they were probably just saying "this sorceress used magic" (as per usual in FF) and put the smack down on Squall. It's nothing a Phoenix Down or a rest at the Inn couldn't clear up... So if he wakes up in prison, no big deal.
>
> Seeing it in FMV, we assume it's supposed to mean more than the "fake" wounds of battle. But I think they were just trying to dramatize what is an FF everyday occurrence.

I don't agree with the Squall is Dead theory but I don't agree with your argument against it either, I think it's weak.

We see this in video games all the time - any laws within the reality seem to not exist during gameplay. We see it in shooters where player characters soak up bullets, we see it in RPGs where one of Sephiroth's attacks destroys the entire galaxy only for it to actually be fine.

Anything that takes place in cutscenes or scripted events, however, carries more weight. Why didn't Cloud just use a Phoenix Down on Aerith then? The directors of FFVIII obviously wanted that scene to be a cliffhanger, it was the conclusion of the first arc of the story and they wanted people to believe Squall had been killed as they loaded up the next disc. They weren't just trying to dramatise a regular event, they wanted it to carry more weight than a regular spell cast and that's exactly why they portrayed it the way they did.

Like I said earlier, this isn't just FF games either, the laws of gameplay and cinematic/scripted events commonly differ in many types of games.

Heroman
Member
(04-14-2014, 02:38 AM)
Quote

#54

The Super Mario Timeline.

SolVanderlyn
Member
(04-14-2014, 02:41 AM)
Quote

#55

> Originally Posted by **Heroman**
> The Super Mario Timeline.

Elaborate.

Chettlar
Banned
(04-14-2014, 02:43 AM)
Quote

#56

By far the most convincing theory about Chell from Portal I have heard.

Heroman
Member
(04-14-2014, 02:47 AM)
Quote

#57

> Originally Posted by **SolVanderlyn**
> Elaborate.

It basically a guy putting Mario games in chronological order. It fucking Insane.

DiipuSurotu
Blind
(04-14-2014, 02:49 AM)
Quote

#58

> Originally Posted by **BocoDragon**
>
> Now, the theory "Ultimecia is a future version of Rinoa", corrupted by the sorceress power and grieving the loss of dead Squall in a possible future timeline? That fits in the possibility of the game narrative. In fact it's such a clever theory, that I believe it was addressed and debunked by the creators in an Ultimania somewhere.

Unless I really missed it, the creators never debunked this theory. Some fans just like to say "It's FAKE they SAID so in the ULTIMANIA" to quickly shut down supporters of the theory, but I have yet to see the actual interview in which this is actually, explicitly debunked.

Dissidia actually even seems to play around with this theory -- all of Ultimecia's weapons are named after Rinoa's, and one of her quotes and one of her poses are taken from Rinoa.

Last edited by DiipuSurotu; 04-14-2014 at 02:14 PM.

Raonak
Member
(04-14-2014, 03:41 AM)
Quote

#59

Im never really a fan of theories that try branch off from whole bits of canon. (squall is dead, mgs4 not canon .etc)

but ones like Ultimecia = Rinoa theory is so good because it so easily fits in the existing FF8 story, without retconning much/anything. Infact, it adds a lot to the final villian. and makes the story come full circle.

infiniteheteroskdasticity
Member
(04-14-2014, 03:50 AM)
Quote

#60

> Originally Posted by **Spring-Loaded**
>
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
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Instead of recognizing TLoU's true worth and potential to benefit the industry, Joel keeps it to himself, placing it on a pedestal and propping it up to a point no one will attempt to take inspiration from it, lest they always be seen as inferior copycats. The TLoU devs suspect that this is how their fans will react, but they just go along with it since at least they'll live "happily" ever after/get lots of accolades.

Incredible. Do you live in Colorado or Washington (State)?

Ithil
Member
(04-14-2014, 03:52 AM)
Quote

#61

Pokemon is like super dark, yo. Comas and dead pets.

The Silver
Member
(04-14-2014, 03:53 AM)
Quote

#62

Originally Posted by **Spring-Loaded**

That TLoU is a metaphor for the game industry.

game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).

Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.

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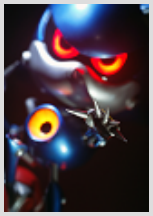
Instead of recognizing TLoU's true worth and potential to benefit the industry, Joel keeps it to himself, placing it on a pedestal and propping it up to a point no one will attempt to take inspiration from it, lest they always be seen as inferior copycats. The TLoU devs suspect that this is how their fans will react, but they just go along with it since at least they'll live "happily" ever after/get lots of accolades.

your move MGS fanbase

CNCOMICS
Member
(04-14-2014, 04:10 AM)
Quote



#63

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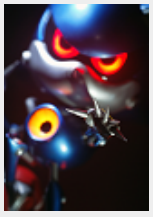
And I bet you think that Pokemon is all about dealing with dissociative identity disorder. **Spring-Loaded** indeed.

CNCOMICS
Member
(04-14-2014, 05:01 AM)
Quote



#64

My theory based on Left 4 Dead is that the Special Infected were addicts, whose bodies had an extreme mutative reaction. Here's my list:

Hunter -bath salts
Smoker -nicotine and/or meth
Boomer -alcohol
Witch -fluoxetine (Prozac)
Tank -anabolic steroids
Charger -anabolic steroids
Jockey -caffeine
Spitter -cocaine and/or multiple diet pills

BocoDragon
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-14-2014, 05:19 AM)
Quote

#65

> Originally Posted by **ramyeon**
>
> I don't agree with the Squall is Dead theory but I don't agree with your argument against it either, I think it's weak.
>
> We see this in video games all the time - any laws within the reality seem to not exist during gameplay. We see it in shooters where player characters soak up bullets, we see it in RPGs where one of Sephiroth's attacks destroys the entire galaxy only for it to actually be fine.

> Anything that takes place in cutscenes or scripted events, however, carries more weight. Why didn't Cloud just use a Phoenix Down on Aerith then? The directors of FFVIII obviously wanted that scene to be a cliffhanger, it was the conclusion of the first arc of the story and they wanted people to believe Squall had been killed as they loaded up the next disc. They weren't just trying to dramatise a regular event, they wanted it to carry more weight than a regular spell cast and that's exactly why they portrayed it the way they did.
>
> Like I said earlier, this isn't just FF games either, the laws of gameplay and cinematic/scripted events commonly differ in many types of games.

Yes. But when they were making VIII how obvious were any of these rules of cutscenes vs gameplay? They were establishing them at that time... And I think they could have made a misstep in verisimilitude in that scene - Which they probably learned from.

What's the alternative? That Squall *is* Dead? (Ha. No.) That there was a scene cut where Squall was supposed to wake up seriously injured in a hospital or shown in a coma scene fighting his way back to life?

Unless other evidence comes to light, we must assume that the sequence in events was always meant to be as it is: Edea attacks Squall and subdues him - but not seriously injures him - which allows him to be captured and sent to prison. To that end, I believe they were depicting Edea's everyday magic. The fact that it perplexes so much of the audience shows why your convention of "cutscenes mean more" was adopted over time... But at that time I'd say they didn't operate with that understanding. That's more likely than it being a clue that Squall is Dead or some other Vanilla Sky-like fan drivel.

> Originally Posted by **DiipuSurotu**
>
> Unless I really missed it, the creators never debunked this theory. Some fans just like to say "It's FAKE they SAID so in the ULTIMANIA" to quickly shut down supporters of the theory, but I have yet to see the actual interview in which this is actually, explicitly debunked.
>
> Dissidia actually even seems to play around with this theory -- all of Ultimania's weapons are named after Rinoa's, and one of her quotes and one of her poses are taken from Rinoa.

Cool. This theory is back on then. Love it.

Last edited by BocoDragon; 04-14-2014 at 05:23 AM.

Sub-Zero at a Starbucks
Wolfric the Wild
(04-14-2014, 05:28 AM)

#66

Quote

> Originally Posted by **CNCOMICS**
>
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>
> Hunter -bath salts
> Smoker -nicotine and/or meth
> Boomer -alcohol
> Witch -fluoxetine (Prozac)
> Tank -anabolic steroids
> Charger -anabolic steroids
> Jockey -caffeine
> Spitter -cocaine and/or multiple diet pills

The Hunter existed a while before bath salts got popular.

HeelPower
Member
(04-14-2014, 05:29 AM)

#67

Quote

> Originally Posted by **BocoDragon**
>
> I guess I have a special bit of loathing for Squall Is Dead because I think it's fabricated from thin air, with absolutely zero to corroborate it in the game itself. The theme simply does not fit with anything. I think you could make up just as many alternative theories to works of fiction, and better ones at that. Squall Is Dead lives and dies on the internet based on the fact that they bought a .com, instead of as many random crackpot theories in essays on RPGamer.

The reason why squall is dead is compelling is that almost perfectly fits in line with the game.

I always thought it was a lot more compelling than Rinoa=Ultimecia.I am pretty sure the authors back it up pretty damn well with multiple examples on why they think its true.

The delirious self-reflective moments towards the end of the game are such moments that make you question squall's existence.

Hyperactivity
Member
(04-14-2014, 05:37 AM)
Quote

#68

> Originally Posted by **Ithil**
> Pokemon is like super dark, yo. Comas and dead pets.

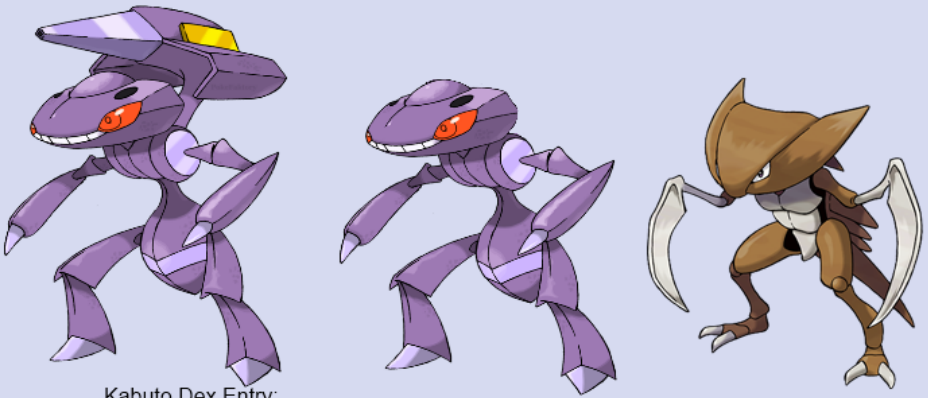
Yup, Pokemon got the good ones

Ash is in a coma (funny to read imo)
Great Pokemon War

> You have no father, and your best friend is an orphan.
> Children are going to a journey around the world.
> Your mother accepts you as the man on the house, making your own decisions.
> Old man warns you of dangers around the corner.
> Most people you meet are children and/ or gym leaders.
> Most adult men are either very old, or have a job related to the military or organized crime.
> Hospitals and gyms are everywhere, but no forms of entertainment such as movie theaters.
>
> LT. Surge:
> "Hey kid! What do you think your doing here? You won't live long in combat!
> That's for sure! I tell you what kid, electric Pokemon saved me during the war!"
> You now realize that there was a war in Kanto.
> Your father died, and your rival lost his parents.
> You are amongst the first generation of people to live in peace at post-war time.

Original base of the theory, although there are many extensions

Gengar=Clefable's shadow



Kabuto Dex Entry:

> It is thought to have inhabited beaches 300 million years ago. It is protected by a stiff shell.

Kabuto would have evolved as during this time, meaning there were Kabutops 300 million years ago as well.

Genesect Dex Entry:

> Over 300 million years ago, it was feared as the strongest of hunters. It has been modified by Team Plasma.

Team Plasma, being a Unova based orginization, would not have known about a Pokemon normally found in the Kanto Region.
Cover Kabutops with some purple armor, and bam. Instant bug looking creature.

tl;dr- Genesect is a Kabutops. (or at least be incredibly closely related)

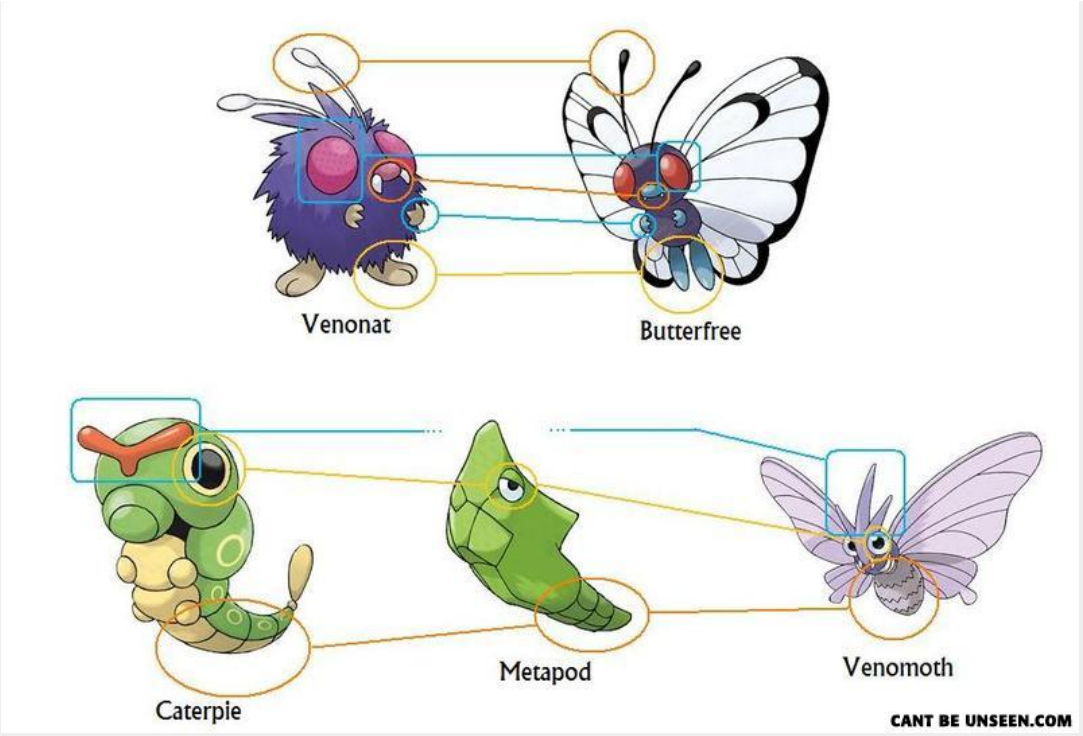
The Tin Tower Reincarnations

The story goes, from bulbapedia, that:

about 150 years before the games' events, a lightning bolt struck the western tower. It was engulfed in flames that raged for three days. A sudden downpour finally put out the blaze, but it had already burnt to the ground. Three nameless Pokémon perished in the fire, but Ho-Oh descended from the sky and resurrected them. The Pokémon are said to embody three powers: the lightning that struck the tower, the fire that burned the tower, and the rain that put out the fire. When the Pokémon appeared, they struck terror in those who saw their rise. The three Pokémon, knowing their own power, fled, running like the wind off into the grassland.

So what if, the 3 Pokémon that died in the tower inferno were Flareon, Vaporeon and Jolteon. Reasoning being:

1. Types match, obviously.
2. Both sets are 4 legged beasts, cat or dog like.
3. Visual simillarities between them (Flareon and Entei are both furry, Joleon/Raikou both "sharp", etc.)
4. Stat distribution; Vaporeon and Suicune both bulky water types, Flareona and Entei both Physical fire types without Flare Blitz, Raikou and Jolteon are fast, special sweepers.
5. These 3 Eeveelutions would have been relatively common in Johto (compared to Glaceon or Leafeon, for example)



This theory of Ditto's existence in the Pokémon franchise explains that Ditto may possibly be a failed clone of Mew. The reasons to "confirm" this are listed below:
They are both pink. Although this does not prove much, it is possible that when Mew was being cloned in the creation of Mewtwo that the same color of Mew was necessary to make the Mewtwo-in-creation. Their shiny forms also both happen to be blue.
They both know transform, and can technically both learn any move. It is possible that Mewtwo was supposed to know transform to make a successful clone. However, the real Mewtwo does not know Transform.
They both weigh the same: 8.8 lbs. To make a successful clone, perhaps it was necessary for the two to weigh the same.
Ditto's appearance of a scientific blob - Ditto appears to have been man-made. However, there are more than one Ditto, speculating that it may reproduce asexually.
Mewtwo's Bio - Mewtwo was said to be the only successful copy of Mew, speculating that Ditto may be a failed clone.
Ditto in the Pokémon Mansion. In Pokémon Yellow, the wild Pokémon roster for the burned out Pokémon Mansion on Cinnabar Island (where Mewtwo was implied to have been created) was updated to feature Ditto, speculating that Ditto may have been created in the Mansion as well. This change was carried over to Fire Red and Leaf Green, the remakes of the original Pokémon Red and Blue.
Mew is said to contain the DNA of every single Pokemon, while Ditto can essentially breed with every single Pokémon (with very few exceptions outside of legendary Pokémon).
Both Mew and Ditto have base stats that are the same in every category. Mew has 100 base in each stat, while Ditto has 48 base. The failed cloning process may have resulted in such diminished stats.

When a mother Kangaskhan dies, it leaves its Kangaskhan cub on its own. The Kangaskhan cub uses the skull and a bone from its mother to use as protection and becomes a Cubone. Then through malnutrition or adapting to a different lifestyle, the Cubone evolves into a Marowak. Female Marowak's later evolve into Kangaskhans, and the cycle starts all over.

Oh, and good old Lavender Town Syndrome,

bomma_man
Member
(04-14-2014, 05:52 AM)
Quote

#69

Originally Posted by **MormaPope**

Link being dead in Majora's Mask is probably my least favorite fan theory. The main theme of Majora's Mask is you can't make the world perfect, you can't save everybody, there will be suffering and pain for everyone somewhere down the line, but as long as the world as a whole survives, hope and life will continue. I forgot the bottom line for this theory, isn't it Link reaches

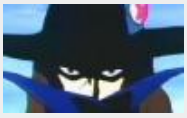
> enlightenment due to the events in Majora's Mask? Even though plenty of people are left to suffer?
>
> Bleh.

It's ironic that 99% of these theories completely miss the point of whatever they're analysing. Like all those people that wanted True Detective to have a sci fi ending ugh. Or trying to work out who's making the videos in Cache. Or the mechanics of cloning in Never Let Me Go. Talk about missing the forest for the trees.

Prototype
Member
(04-14-2014, 05:59 AM)

#70

Quote



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> Like I said earlier, this isn't just FF games either, the laws of gameplay and cinematic/scripted events commonly differ in many types of games.

This is a great interpretation of why cut-scenes hold more weight then general gameplay.

It's been a while since I played it but I remember someone dying in Chrono Cross during an FMV. Or how about Chrono Trigger? Chrono himself dies during what would legitimately be a "cut scene", whereas in both Chrono games, characters can die in battle and be brought back to life. Another aspect of this is that many games refer to "deaths" in battle as "KO" and not true death. These things apply in more then just RPGs but most of my memories of these scenes are RPG related.

EDIT:

@BocoDragon
"But at that time I'd say they didn't operate with that understanding."

While I agree there isn't a lot of evidence for Squall is dead, I feel like there likewise isn't much evidence for your idea that at the time they didn't understand what they were doing. Regardless of the real interpretation of the events in FF8, I don't think it's a case of the creators of the game didn't understand the complexities of their own stories. This theory seems just as far fetched as Squall is dead.

On a personal note, the reason I like the Squall is Dead theory is that it creates a feeling of *Saudade* (which is the closest word I can find to what I'm trying to express) , that is:

> It describes a deep emotional state of nostalgic or profound melancholic longing for an absent something or someone that one loves. Moreover, it often carries a repressed knowledge that the object of longing may never return.

wiki

Reading that theory, in combination with re-watching the the ending and the idea that the very memory of Rinoa, the girl he came to love, is fading and no matter how hard he tries he can't remember her was... well saudade

Last edited by Prototype; 04-14-2014 at 06:11 AM.

NotTheGuyYouKill
The douche that makes a ton of threads.
(04-14-2014, 05:59 AM)
Quote

#71

> Originally Posted by **Spring-Loaded**
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>
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Fracas
#fuckonami
(04-14-2014, 06:01 AM)
Quote

#72

> Originally Posted by **Spring-Loaded**
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oh

my

god

nhlducks35
Member
(04-14-2014, 06:05 AM)

#73

Quote

Originally Posted by **Spring-Loaded**

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.Anema #74
Member
(04-14-2014, 06:06 AM)
Quote

> Originally Posted by **Heroman**
> The Super Mario Timeline.

I need to see that now!
Anyone? Please!

Heroman #75
Member
(04-14-2014, 06:11 AM)
Quote

> Originally Posted by **.Anema**
> I need to see that now!
> Anyone? Please!

Get ready to read one of the most craziest thing you will ever read.http://www.lemmykoopa.com/lk1-5.html

BocoDragon #76
or, How I Learned to Stop Worrying and Realize This Assgrab is Delicious
(04-14-2014, 06:18 AM)
Quote

> Originally Posted by **Prototype**
> @BocoDragon
> "But at that time I'd say they didn't operate with that understanding."
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> While I agree there isn't a lot of evidence for Squall is dead, I feel like there likewise isn't much evidence for your idea that at the time they didn't understand what they were doing. Regardless of the real interpretation of the events in FF8, I don't think it's a case of the creators of the game didn't understand the complexities of their own stories. This theory seems just as far fetched as Squall is dead.

I'm not asserting a theory. Actually I'm rebutting the theory that says "everyone knows cutscenes in video games always have more weight than gameplay. When Edea uses magic on Squall it implies that he should have died or been in a coma/seriously injured".

Sometimes magic in an FF cutscene might be simply magic... even if I agree I don't think they would be as flippant with using attacks in their cutscenes today. (as the LR intro where Lightning's individual sword strikes render monsters to dust informs me)

Burritoad
Member
(04-14-2014, 06:18 AM)
Quote

#77

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
>
> Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.
>
> he then meets Ellie — the anthropomorphism of a good game that rekindles one's passion for life/gaming (TLoU) — and while reluctant at first, he warms up to her throughout the game. Early on he sees her as just another job/game, but Trish (the representation of naughty dog) implores him to reconsider, acknowledging that they've done bad things (kill people for money/make games like Uncharted that have inspired many to make their games ultra linear) but that there must have been something meaningful (while rote and influential in a bad way, the Uncharted games were fun) between them, enough so that Joel should take this plunge.
>
> throughout the game, Joel starts to get invested in this new experience, one that somewhat reminds him of daughter/types of games he used to like. He becomes protective. He doesn't want to share her with anyone else. The Firelies want to take her and use her to help save humanity/the industry as a whole. By doing so, she would no longer be the same. The personal experience gamers had with TLoU will no longer be their own experience since it would be used as a genome for other games; they can't let it go. The protectiveness kicks in and Joel runs off with her, killing all those who get in his way (critics of TLoU's flaws, indie devs who will "steal" ideas from TLoU, thus making it impure).
>
> Instead of recognizing TLoU's true worth and potential to benefit the industry, Joel keeps it to himself, placing it on a pedestal and propping it up to a point no one will attempt to take inspiration from it, lest they always be seen as inferior copycats. The TLoU devs suspect that this is how their fans will react, but they just go along with it since at least they'll live "happily" ever after/get lots of accolades.

RagnarokX
Awesome Member
(04-14-2014, 06:22 AM)

Quote

#78

For the Majora's Mask Link is dead theory here is a complete debunking I wrote up in the comments of that video on youtube:

This is a bad theory because it uses logical fallacies to support its claims. It makes presuppositions and finds evidence that supports the conclusions they've already drawn without examining everything and missing evidence that goes against their conclusions. They use false dichotomies where they try to show that one explanation isn't likely and then assume their explanation is the only other one and must be right.

The areas of Termina do not represent individual components of the stages of grief.

Clocktown: Several NPCs in Clocktown know that the moon is falling. Several of them flee or plan to flee the town by the third day. People are dealing with it multiple ways. The Happy Mask Salesman bargains with you to retrieve what he lost and gets angry with you when you don't pull off your end of the deal in the first 3 days. The mayor is bargaining by having a town meeting to trying and figure out what to do. The head carpenter is both in denial and angry. The swordmaster actually ends up dealing with the moon by running away rather than denying that the moon is a threat. The major sidequest of Clocktown involves dealing with a couple of people who are very much aware of their problems and not denying them at all. One of them fights to overcome his fate and the other plans to run away from the moon but if you help them they accept their fates.

Woodfall: Deku King is angry. Monkey bargains for your help and accepts his fate. Deku butler is depressed. Cremia is in denial about the cow abductions. Romani bargains for Link's help and gets depressed if you don't save the cows and Cremia.

Snowhead: Darmani does bargain with Link for help, but bargaining happens in every area of the game. People are always asking Link to help them. The song of healing is essentially the song of acceptance. Darmani is also depressed and immediately after asking Link to help him accepts that it may be beyond Link's power and asks him to do something else, so there's acceptance. Most of the Gorons are starving and freezing and they're pretty much dealing with their own losses by accepting it, being depressed, or denying it. The baby Goron is depressed.

Great Bay: Lulu is depressed. Mikau bargains for Link's help and accepts his fate. The rest of the Zoras are pretty much in denial that anything is wrong. Mikau dealt with the loss of his eggs by getting angry and got killed trying to save them.

Ikana Valley: You help most people you help in the game come to acceptance, so there's no reason to single it out here. Sharp and the king of Ikana are angry and most of Ikana is in denial of their own deaths and refuse to move on. The little girl is in denial about her father.

Majora's Mask is a game full of grief because there are many things to grieve about and the game makes no attempts to veil these reasons. None of the areas embody a single aspect of grief.

Termina: The game focuses heavily on time and "term" is a perfect root to describe a world on a time limit since that's what it means: a finite length of time. The world itself is terminal meaning it has a time limit. This is not "a pretty big red flag" for Link being dead. There's nothing about it suggesting anything to do with Link.

Termina is an alternate reality... Why would Hyrule be able to see a moon that doesn't exist there? Link falls through a mysterious Wonderland-esque portal to get there. There is no evidence for Link dying and the closest they can come up with is "maybe he died falling through the magical portal." Then they have a debate over how impossible things can happen in world full of magic and act like that's proof of anything. The people are mirrors of Hyrule people because it's a parallel universe. The game really doesn't hide this.

The elegy of emptiness lets you make a statue of any form you can take. It says nothing about the forms having to be based on dead people, and just because Link's other forms are from dead people does not mean that Link himself is dead. That's a leap of logic.

The Hero's Shade is an adult. He obviously hasn't accepted anything because he regrets not being able to pass on his skills.

"You've met with a terrible fate, haven't you?" adequately describes both getting turned into a deku scrub and letting the world get destroyed/dying. Both are terrible fates and the Happy Mask Salesman saves you from both fates. It's his signature line and hints more at his mysterious god-like powers. It also ties into being warped back to the first day.

.....

I dunno if it's a coincidence or not but as a joke way back in the early 00's I used to post on the AOL FF message boards and chats "Perhaps Squall really did die at the end of disc 1 and discs 2-4 are his trip through hell" in regards to how bad discs 2-4 are compared to disc 1. It was a really popular quote among the community. I wonder if I had any influence on the Squall is Dead theory coming to be. I don't think it's a good theory, though.

Last edited by RagnarokX; 04-14-2014 at 06:25 AM.

Watch Da Birdie
I buy cakes for myself on my birthday it's not weird lots of people do it I bet
(04-14-2014, 06:25 AM)
Quote

#79

The "Pokemon Red and Blue takes place after a horrible war!" is just dumb because the real explanation is so simple...

The game was created by Japanese men who, during the childhood, lived in a country that was considered "post-war", and in the beginning, the Pokemon World was basically just Japan + Pokemon till late games made it more fantastical.

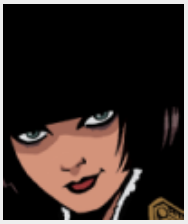
In Japan it's quite common for the father to be gone for work, watch a ton of anime and games and you'll see that's not rare at all...in fact that's one of the driving points of Final Fantasy X which I believe was done because the writer of Final Fantasy X could relate to his father always being absent. Plus, if I recall correctly, at one point in Pokemon Red and Blue your character remarks that "dad would like this movie". Your dad is just unseen because he's unimportant.

There's plenty of adult characters, you've got Professor Oak, all the Gym Leaders bar Brock and Misty are adults more or less, there's various Trainer Classes which are adults, etc. Sure, a majority of the trainers you'll fight are kids, but that's because the game wants you to feel evenly matched early on, saving the older characters for Boss Fights to seem more intimidating.

As for Lt. Surge, he's probably just based off a World War II soldier that occupied Japan following the war, just like Guile from Street Fighter was apparently inspired by the same occupational soldiers.

So, really, the "theory" just tries to make Pokemon edgier. Red and Blue does take place in a post-war society because it's based off Japan, that's all there is to it.

XANDER CAGE
WELCOME TO THE XANDER ZONE
(04-14-2014, 06:32 AM)
Quote



#80

> Originally Posted by **bomma_man**
> It's ironic that 99% of these theories completely miss the point of whatever they're analysing. Like all those people that wanted True Detective to have a sci fi ending ugh. Or trying to work out who's making the videos in Cache. Or the mechanics of cloning in Never Let Me Go. Talk about missing the forest for the trees.

Pretty much. The other half of most fan theories is trying to project something darker and more complex onto a simpler story people enjoyed earlier in life and are desperate to find new meaning in.

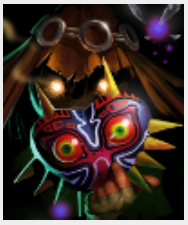
atr0cious
Member
(04-14-2014, 06:38 AM)
Quote

#81

> Originally Posted by **doofy102**
> If we're gonna talk about MGS theories, these should probably be posted.
> http://metagearsolid.org/classic-articles/
>
> Contains the VR theory, general MGS3 analysis (how Kojima went about "making up" for MGS2) and he "Kojima vs MGS4" stuff which is a good read even if the writer is a little TOO anti-MGS4 for my taste to take seriously at times, but it still paints a dark picture of Kojima's relationship with MGS4. The writer will probably love the little dig at MGS4 in ground zeroes :P
>
> The MGS4 vamp contradictions with MGS2 definitely are interesting.

Thanks for this, the analysis on MGS1 is great so far.

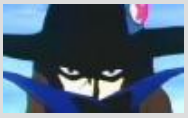
Pop-O-Matic
Member
(04-14-2014, 06:40 AM)
Quote



#82

Every work of fiction in history has had some asshole theorize that the whole story is really just the dying dream of the protagonist because they want to look smart.

Prototype
Member
(04-14-2014, 06:43 AM)
Quote



#83

> Originally Posted by **XANDER CAGE**
> Pretty much. The other half of most fan theories is trying to project something darker and more complex onto a simpler story people enjoyed earlier in life and are desperate to find new meaning in.

This isn't really a fair assertion. The same claim could be made about books or movies. There are just as many bad theories concerning them as there are about games.

Rather then a sense of "desperation", I see it as more of a desire to stay in a world that one enjoyed. To take a closer look at something and see if anything is there. Sometimes there may not be, and that's OK. It's more about the journey and sharing ideas then where we end up.

@ BocoDragon
I admit that the intro for Lightning Returns does make her seem god like when in fact she can't 1 hit things left and right like that when you begin to play her. Good counter point.

edit:

> Originally Posted by **Pop-O-Matic**
> **Every** work of fiction in history has had some asshole theorize that the whole story is really just the dying dream of the protagonist because they want to look smart.

Wow. *Every* work huh? Every. Single. One.
Generalized statements like this that attempt to sum everything up in a witty little quip don't do anything for the conversation btw. But it must have felt very hip writing it. Let me beg your patience for a moment, but could it *possibly* be the case that in *some* cases it's true? It's not like the Squall Theory or the Majora's Mask theory are being pulled out of thin air. There is some ground upon which they are based. Don't really think it has to do with any one wanting to look smart, or how you could possibly know the intentions of another person's mind or their motivations based on a theory about video games. Also keep in mind that these are just *theories*. Game Theories! [redacted]

Last edited by Prototype; 04-14-2014 at 06:50 AM.

Hyperactivity
Member
(04-14-2014, 06:46 AM)
Quote

#84

Yeah, the Link is dead in MM 9or any protag. is dead) theory is just dumb on so many levels

A good MM theory is The message of Majoras MAsk

Some flaws in it, but the base ideas are amazing
And I just liked the story behind it

This is the one where Terminians disrespected the Triforce and the goddesses of Hyrule

VaultBoy101
Member
(04-14-2014, 06:47 AM)
Quote

#85

> Originally Posted by **DiipuSurotu**
> Super Mario Bros. 3 is a stage play.

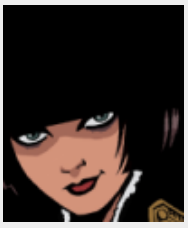
Is this really a "theory," though? To me it's more of a blatantly obvious thing that people just don't put a lot of thought into.

> Originally Posted by **Chettlar**
> By far the most convincing theory about Chell from Portal I have heard.

Could you summarize this? The video is nearly 13 minutes long.

XANDER CAGE
WELCOME TO THE XANDER ZONE
(04-14-2014, 06:51 AM)
Quote

#86



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>
> @ BocoDragon
> I admit that the intro for Lightning Returns does make her seem god like when in fact she can't 1 hit things left and right like that when you begin to play her. Good counter point.

Oh, I totally understand the drive to analyze. I actually love this kind of thing in theory (heh) and there are some games that thrive on it.

It's just that a lot of popular "theories" for games, like Squall is Dead or Ash is in a Coma or Shepard was Indoctrinated or you name it rely on the same tired ideas. It's pretty rare that a game gets an actual analysis. According to the internet, the main character of the majority of games was actually dead the whole time or is in a mental asylum fighting manifestations of emotions.

Zephyx
Member
(04-14-2014, 06:55 AM)
Quote

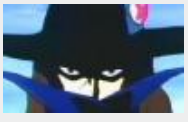
#87

> Originally Posted by **Hyperactivity**
> Yup, Pokemon got the good ones
>
> Ash is in a coma (funny to read imo)
> Great Pokemon War
>
> Original base of the theory, although there are many extensions
>
> Gengar=Clefable's shadow
>
> Oh, and good old Lavender Town Syndrome,

All of this... it makes sense. :D (except for the Coma thing)

Prototype
Member
(04-14-2014, 07:01 AM)
Quote

#88



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I think part of why "Character X is really dead" theories are popular is that if done right, they are both possible to miss completely and can be very interesting insofar as players come together to piece understanding of the game together.

It reminds me of the Dark Souls lore threads, so much is unknown that the games community comes together to unravel the mystery. It's one of the things I love about the Souls series. After I beat the game spoiler free I try and make sense of everything then immediately jump online and see what other people are saying, what they thought of the game, and what connections they made. It always makes me happy to read a connection/theory someone puts forth that I haven't thought of. Makes my brain feel all warm and fuzzy.

Speaking the Souls lore thread, I should probably hop over there and see what's up lol.

Lindbergh
Member
(04-14-2014, 07:04 AM)
Quote

#89

> Originally Posted by **Hyperactivity**
> Yeah, the Link is dead in MM 9or any protag. is dead) theory is just dumb on so many levels
>
> A good MM theory is The message of Majoras MAsk
>
> Some flaws in it, but the base ideas are amazing
> And I just liked the story behind it
>
> **This is the one where Terminians disrespected the Triforce and the goddesses of Hyrule**

That's some unsettling stuff.

I like to think that Link's Awakening may have influenced FFX's plot in some way.

Both games:

- have a whale-like beast which is central to the plot
- involve island settings
- have a twist involving awakening from dreams and how it affects the protagonist
- feature a prominent melody throughout the story used to approach the whale

Jigorath
Member
(04-14-2014, 07:07 AM)
Quote

#90

> Originally Posted by **ElFly**
> Squall is dead theory is stupid because it really doesn't explain even the most basic questions about the game.
>
> I think there is a whole category of fan theories where the basic idea is "the protagonist is actually dead". It is probably the laziest kind of fan theory.

Yup. I always hate those types of theories "The main character is dead/dreaming/in hell/in a coma!"

Shun
Member
(04-14-2014, 07:09 AM)
Quote

#91

That all competitive Pokemon are a result of generations of inbreeding and the fact that most Pokemon are mutated degenerates, feral and itching for battle.

The leftover Pokemon who aren't fit for battle are then discarded and the flesh and byproducts are used for meat and other necessities such as leather.

An evident example is Olivine City which is the Pokemon Equivalent to Kobe-shi, famous for their Kobe and Wagyu Beef.

The farm we see up until then is a slaughterhouse filled with discarded Pokemon, farmed for their meat and milk.

Humans benefit from this and it all parallels consequences of industrialization.

Keby
Member
(04-14-2014, 07:18 AM)
Quote

#92

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.

game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).

Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.

he then meets Ellie — the anthropomorphism of a good game that rekindles one's passion for life/gaming (TLoU) — and while reluctant at first, he warms up to her throughout the game. Early on he sees her as just another job/game, but Trish (the representation of naughty dog) implores him to reconsider, acknowledging that they've done bad things (kill people for money/make games like Uncharted that have inspired many to make their games ultra linear) but that there must have been something meaningful (while rote and influential in a bad way, the Uncharted games were fun) between them, enough so that Joel should take this plunge.

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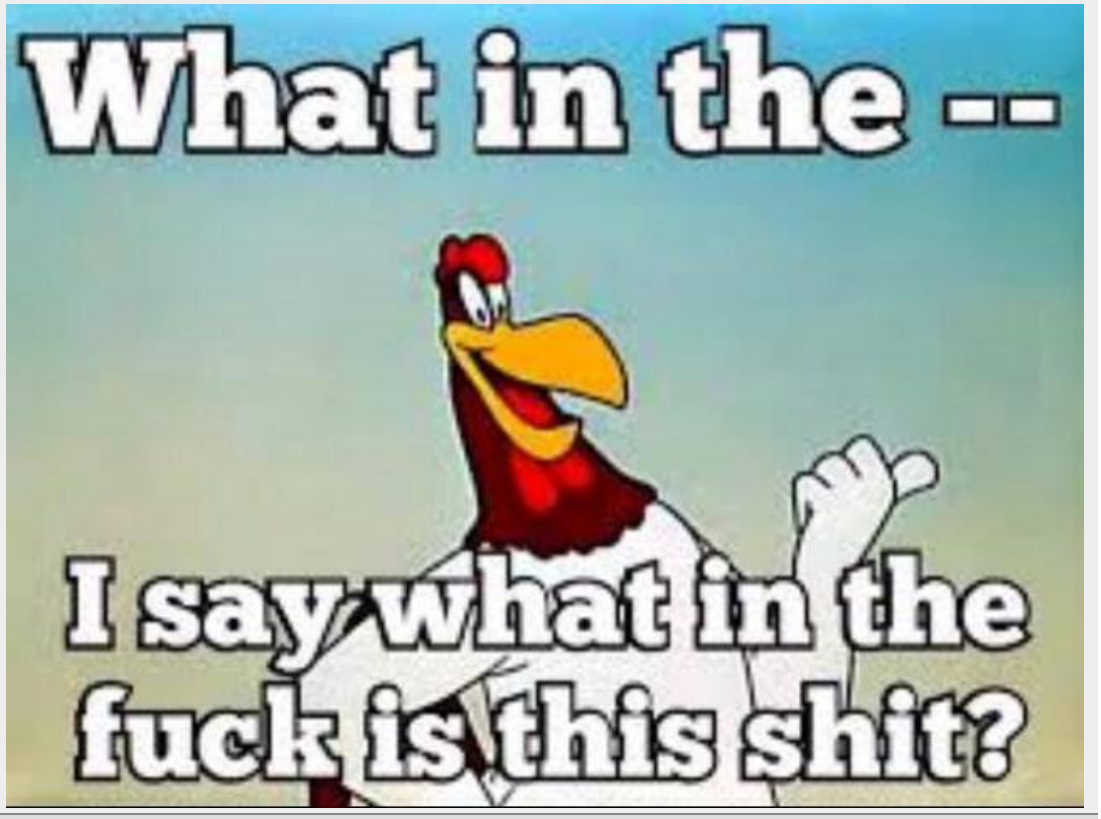


Antoids
Banned
(04-14-2014, 07:18 AM)

#93

theres a lot of good pokemon ones but i wanted to talk about one of the whacked out poobrain ones

i see a lot of support for "dragonite is a magikarp evolution, gyarados is a dratini/dragonair evolution"

Quote

but it's completely wrong

gyarados is an eastern-style dragon, and evolving from magikarp fits with the eastern lore of the creation of dragons

dragonite is a western-style dragon, and those have always evolved from serpents

it frustrates me to no end that people think just because of color schemes theyre intended to evolve differently

===

one of the neat things about pokemon is there was a ton of shit supposed to be in the very first game, but it got cut due to space limitations. so theres a lot of evidence in the first game allowing for speculation and connection

Bronetta
Ask me about the moon landing or the temperature at which jet fuel burns. You may be surprised at what you learn.
(04-14-2014, 07:20 AM)

#94

Quote

> Originally Posted by **Spring-Loaded**
> That TLoU is a metaphor for the game industry.

Gazoinks
Member
(04-14-2014, 07:20 AM)

#95

Quote

Man, I love reading wacky video game theories. I don't generally believe them, but stuff like Squall's Dead is just fun. Gonna be watching this thread. :D

eyeball_kid
Member
(04-14-2014, 07:36 AM)

#96

Quote

> Originally Posted by **Prototype**
> While I agree there isn't a lot of evidence for Squall is dead, I feel like there likewise isn't much evidence for your idea that at the time they didn't understand what they were doing. Regardless of the real interpretation of the events in FF8, I don't think it's a case of the creators of the game didn't understand the complexities of their own stories. This theory seems just as far fetched as Squall is dead.

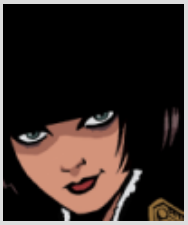
I haven't played FF8 since it came out, so you'll have to forgive my haziness, but I don't remember the plot making a lot of sense. Squall suddenly imprisoned? It felt lazy. And I think where there's a narrative vacuum, readers/viewers/players will come up with their own ideas to fill the gaps. That doesn't mean the theories are wrong. It just means the authors didn't do an excellent job of telling the story they wanted to tell.

XANDER CAGE
WELCOME TO THE XANDER ZONE
(04-14-2014, 07:37 AM)

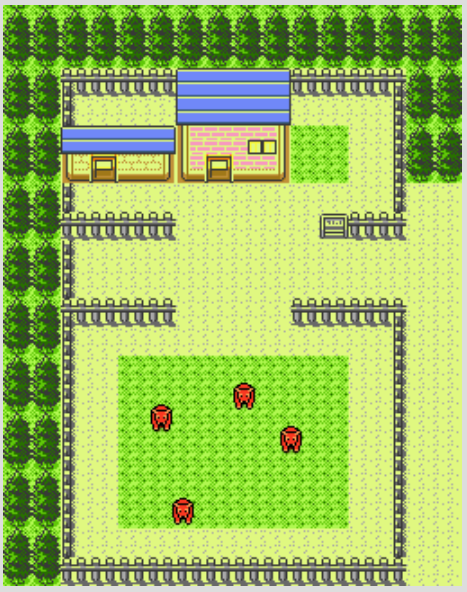
#97

> Originally Posted by **shunxsato**
> That all competitive Pokemon are a result of generations of inbreeding and the fact that most

Quote



> Pokemon are mutated degenerates, feral and itching for battle.
>
> The leftover Pokemon who aren't fit for battle are then discarded and the flesh and byproducts are used for meat and other necessities such as leather.
>
> An evident example is Olivine City which is the Pokemon Equivalent to Kobe-shi, famous for their Kobe and Wagyu Beef.
>
> The farm we see up until then is a slaughterhouse filled with discarded Pokemon, farmed for their meat and milk.
>
> Humans benefit from this and it all parallels consequences of industrialization.



bone-chilling evidence

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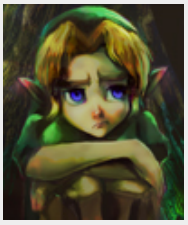
zeldablue
Member
(04-14-2014, 07:37 AM)

#98

Quote



> Originally Posted by **FusionCode**
>
> Yup. I always hate those types of theories "The main character is dead/dreaming/in hell/in a coma!"

Saying how Link's Awakening actually **was** a comatose dream...It's not too far fetched to think that MM, which is a spiritual successor to Link's Awakening, could be a nightmare or some odd equivalent. (MM is to OoT what LA was to ALttP) Both games put a creepy focus on Link's psyche. And they're both really neat because of that.

I'm not saying MM was a dying dream though. >_>

EDIT: To clarify my thoughts. Majora's Mask's key message is about removing your mask and seeing what's inside in order to eventually reveal your true self. Link's Awakening is about waking up and facing reality. This theory does a good job talking about LA. @__@

Last edited by zeldablue; 04-14-2014 at 07:52 AM.

Gazoinks
Member
(04-14-2014, 07:48 AM)

#99

Quote

> Originally Posted by **eyeball_kid**
>
> I haven't played FF8 since it came out, so you'll have to forgive my haziness, but I don't remember the plot making a lot of sense. Squall suddenly imprisoned? It felt lazy. And I think where there's a narrative vacuum, readers/viewers/players will come up with their own ideas to fill the gaps. That doesn't mean the theories are wrong. It just means the authors didn't do an excellent job of telling the story they wanted to tell.

Yeah, honestly most of the stuff in the Squall Is Dead theory is much more easily attributed to bad writing. Although I do like the interpretation of the ending movie.

cosmicblizzard
Shounen Iconoclast
(04-14-2014, 08:03 AM)

Quote

#100

> Originally Posted by **Spring-Loaded**
>
> That TLoU is a metaphor for the game industry.
>
> game starts with Joel's daughter being killed. That beginning sequence is emotional and engaging; she represents refreshing game experiences crafted with care. She is killed by a military dude who's blindly following orders; that represents the rise of the cut-and-paste, uninspired military shooter genre in response to the outbreak, which represents the current-gen (PS360 era linear dull braindead shooters).
>
> Jump 20 years later (near the end of the gen) and Joel — who represents the average gamer — is now acclimated to the state of the world/gaming industry; he doesn't actively like it, but he puts up with it having lost hope for something meaningful long ago. The first enemy encounter is a cover based shooter sequence with obvious cover. Joel is not really invested in this segment for it's just business as usual.
>
> he then meets Ellie — the anthropomorphism of a good game that rekindles one's passion for life/gaming (TLoU) — and while reluctant at first, he warms up to her throughout the game. Early on he sees her as just another job/game, but Trish (the representation of naughty dog) implores him to reconsider, acknowledging that they've done bad things (kill people for money/make games like Uncharted that have inspired many to make their games ultra linear) but that there must have been something meaningful (while rote and influential in a bad way, the Uncharted games were fun) between them, enough so that Joel should take this plunge.
>
> throughout the game, Joel starts to get invested in this new experience, one that somewhat reminds him of daughter/types of games he used to like. He becomes protective. He doesn't want to share her with anyone else. The Firelies want to take her and use her to help save humanity/the industry as a whole. By doing so, she would no longer be the same. The personal experience gamers had with TLoU will no longer be their own experience since it would be used as a genome for other games; they can't let it go. The protectiveness kicks in and Joel runs off with her, killing all those who get in his way (critics of TLoU's flaws, indie devs who will "steal" ideas from TLoU, thus making it impure).
>
> Instead of recognizing TLoU's true worth and potential to benefit the industry, Joel keeps it to himself, placing it on a pedestal and propping it up to a point no one will attempt to take inspiration from it, lest they always be seen as inferior copycats. The TLoU devs suspect that this is how their fans will react, but they just go along with it since at least they'll live "happily" ever after/get lots of accolades.

Eh, I like the theory that Flower's last level is a metaphor for the game industry better.