

# KF Guide to Woke Games

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Taking inspiration from the [TTRPG Guide to Woke Companies](#) list, I decided to compile a list of video games that have wokeness in them in case you want to save some of your hard-earned money.

Note that this **does not** indicate whether the game is good or bad, just that it has them. [Even if a game happens to be on the heavy side, you can still like and enjoy it regardless.](#)

While people have their own definitions of what woke means (especially the finer details), for the sake of this thread, it will be referring to SJW and identity politics. Examples include, but is not limited to:

- Stated Pronouns - either in character creation, a character stating which pronouns they prefer, or otherwise listed in the game.
- Gender Identity - anything with transgender and non-binarys. Referring to male and females as "Type A and Type B" also qualifies.
- Critical Race Theory
- Diversity when it's forced or doesn't make sense.

The score will be defined as:

**None** - Has no woke elements or the game/developer is anti-woke.

**Mild** - Elements are easily ignorable as long as you're not too traditional/conservative or unless you're actively looking for it. At the lower end of the scale, it can be debatable if it's woke at all.

**Medium** - Might cause offense (like pronouns in character creation), but you can gloss over these elements.

**Heavy** - Very difficult or impossible not to notice. The game's plot, mechanics, worldbuilding, and/or dialogue is heavily informed with wokeness, if not entirely revolving around it.

Everything here is WIP, so any feedback is appreciated. If you want to contribute, list the game in the thread and how it qualifies, preferably in neutral terms and with evidence. Any expansions to existing entries, corrections, or clarifications are also appreciated. If I'm quoting somebody else, usually from the thread, it will be *in italics* and text that is **in bold** are additional notes or corrections by me.

Be mindful that some of these entries may contain heavy spoilers.

Developer	Games	Reasons	Score
Deep Field Games	Abiotic Factor	<i>"You can customize your character to wear a tie in the style of the eyesore omnipride flag and there is no gender option at all, you can select two version of each top with vaguely different torso structure in addition to choosing either</i>	<b>Mild</b>

		<p><i>a feminine or masculine voice. You can choose whatever assortment of body type, facial hair, and voice you want, but it all fits into the generally comedic tone of the game.</i></p> <p><i>Overall, fun game and highly recommended if you like the genre.”</i></p>	
Siris Pendrake	Adaca	<p><i>“Here's a recent indie game that I recently picked up: Adaca, an indie FPS that's a decent Half-Life 2 knockoff. The story is pretty basic: your character got sentenced to a life working for a private military company and gets frozen for future service, only to get awakened on another planet by a mysterious doctor who gives you a Gravity Gun for an arm. You meet up with the local resistance and after fighting your way across the planet, you come across a transhuman cult that is apparently trying to take control of a device that can change matter at will. Gameplay-wise, it's Half-Life: sections where you fight enemies with an assortment of guns (or clobber them with crates), interspersed with sections where you solve puzzles and explore in a linear fashion.</i></p> <p><i>Your character is explicitly referred to as "non-binary" at the very start of the game. This is despite the fact your character is a Gordon Freeman type that never speaks and is never shown on screen, so the only possible explanation is brownie points - <u>doubly so because the developer is a non-binary furry</u> themselves.</i></p> <p><i>The Combine stand-ins are a force of extremely well-equipped police officers who constantly hound you throughout the game. Despite taking place in the future on some far-off planet and being based on a massive spaceship armed to the teeth, the police in this game look like modern police, complete with flashing red and blue lights. I know wokies think of police as oppressors and the enemy, so I'm going to assume this was the intention here.</i></p> <p><i>The resistance is a Marxist workers' commune made of laid-off miners. The most prominent character is an Alyx Vance stand-in with dreads and none of Alyx's likability, she just likes to cuss people out and react with indignant bewilderment at everything.</i></p> <p><i>Not-Alyx makes sure to add that the transhuman cult you fight is full of bigots. Wow, I would have thought the little fact they abduct civilians and snatch corpses so they can turn them into mindless killing machines was the worst part about them, but bigotry just can't stand! (Seriously, what are they even bigoted about? Not being a mindless murderous cyber-zombie?)</i></p> <p><i>Aside from that, wokeness doesn't permeate the plot. It's more or less a retread of Half-Life 2 where instead of destroying the Citadel you are destroying a magical Macguffin to keep it from falling into the wrong hands.</i></p> <p><i>I rate it a Medium, largely because the wokeness is mostly window dressing. If you're itching for a solid Half-Life style shooter like I did and can stomach giving a few bucks to a furry, it offers a 12 hour campaign and a STALKER-</i></p>	Medium

		<p><i>style open world mode that could potentially be a huge time sink. Pretty remarkable feat for a game developed by a single person."</i></p>	
World's Edge, Tantalus Media, Forgotten Empires	Age of Empires III: Definitive Edition	<p><i>"Age of Empires 3 Definitive Edition - Mild</i>  <i>There are disclaimers when you start the game and pick a Native American civ that they changed some heckin' problematic depictions from the original game. Most of them aren't bad, they changed the names of the Sioux and Iroquois to Lakota and Haudenosaunee respectively. Namely there is no Fire Pit building but they changed it to a Commuity Plaza which is basically the same thing. Lakota and Haudenosaunee can't directly mine gold anymore but have to build a Tribal Marketplace on top of a gold mine because of some "muh earth spirits noble savage" bullshit. They changed all the voice actors for those two nations to members of those nations, most of them are fine (most units are military units after all and you can't fuck that up) but the female villager VAs for both nations are TERRIBLE and it has to be an accomplishment for an RTS game to have shitty unit voice acting. They also changed the Act II campaign from The Warchiefs, changed the enemies from Injuns to bandits and they made Billy Holme (one of the main antagonists) a heckin' racisterino all of a sudden.</i></p> <p><i>Now with how much I talked shit about the game you'd think it should be put in Medium but that's really all there is, the game has way, way more content than that and none of it is egregious. There are a few name changes but it's not due to woke shit (Ikko monks are changed to Sohei for example) and you can tell that the devs did a lot of the changes and additions out of genuine respect and not just performative virtue signalling, because they also added a bunch of purely cosmetic stuff to Euro civs like period and nation accurate uniforms and names for troops that have unique upgrades, or made it so that Ashigaru use spears in melee rather than using their muskets as a weapon. And those are just two examples."</i></p>	Mild
Gears For Breakfast	A Hat In Time	<p>One of the books you can find is titled "Proof of Ethical Consumption Under Capitalism," with every pages being blank. <a href="#"><u>A trans flag was added in one of the levels of the second DLC (Nyakuza Metro + Online Party) despite the game being set in a fictional universe.</u></a></p>	Mild
Alessandro Roberti	A Legionary's Life	<p><i>"Neat little RPG about starting as a basic legionary during the Punic Wars. You can climb the ranks and become a god of war, or get your head split open by a Carthaginian mercenary in your first battle. Can be frustratingly luck based but runs are so short that it's not crippling.</i>  <i>As for the wakeshit, there is none. Your legion is composed of men, the game even makes a point that Roman ideas of Virtue may differ from modern day ones. You can be a total bastard and it's not only a valid option, it has unique content (as does being a good guy, to be fair). It's concetious of historical accuracy and that's a big boon."</i></p>	None
Tindalos Interactive	Aliens: Dark Descent	<p><i>"All the women are competent and in managerial positions: Chief Engineer of Otago? Female with short cropped hair  Chief Medical Officer of Otago? A man! Never mind, that character dies and</i></p>	Medium

		<p><i>is replaced by competent woman psychologist.</i>  <i>Sherriff of the Lethe town? Competent woman who was really close to finding out the Aliens were around until they killed her in a heroic fashion.</i>  <i>Weyland-Yutani Colony Director? Evil competent woman.</i></p> <p><i>There is a couple of storyline female characters that die but they are usually portrayed as good at their jobs; unlike the men.</i></p> <p><i>In the beginning all the men are dismissive of the STRONG female protagonist as she discovers that aliens were in her space station.</i></p> <p><i>Most of the competent men die in the story, unless you want your troopers to die. At the end of the game only the major female characters survive. Which is on brand for Alien but sort of leaves a bad taste in my mouth.</i></p> <p><i>The only reason I have not put this game on Heavy is because I haven't seen a lot of social justice stuff, just women being oddly prominent in male oriented job positions (outside of the Weyland-Yutani lady). That and most of the male characters being incompetent or pushed into the back for a female to take his place in the story.”</i></p>	
Innersloth	Among Us	<p><i>“Update added LGBT+ pride flag banners, which are visible both to the player using them and to other players in their lobby.”</i></p>	Mild
Nintendo	Animal Crossing: New Horizons	<p><i>“Animal Crossings: New Horizons, Nintendo. Mild.</i></p> <p><i>Player's gender replaced with Style. NPC Villagers send Valentine's gifts to the player regardless of their own gender, in previous games it was always the opposite.”</i></p>	Mild
ellraiser, TNgineers	APICO	<p>Pronouns listed prominently next to NPC names. <a href="#">Developer responded to people asking to disable them by saying that it's important and if you don't like it, don't buy the game.</a></p>	Medium
Bohemia Interactive	Arma 3	<p><i>“Arma 3: None</i>  <i>There are no female player models by default. Women literally do not exist in the game universe, there's no homosexuals (despite being a military game!) and there's no trannies.</i></p> <p><i>Arma 3 Modding Community: Heavy</i>  <i>The community is filled with trannies and IP trannies to the point that the official Discord has an IP rights violation channel. Admin jannie Trannies go out of their way to crawl the workshop and report ripped assets in unlisted mods. There's based mods but they usually get removed immediately by the janny trannies. Tranny shit is so common there was a <a href="#">mod made that removed the trans pride flags from the popular NIArms mod</a>. NIArms is made by a <a href="#">troon</a>, naturally.”</i></p>	None (Game Only)

Hypergryph	Arknights	<p><i>“Out of over 300 characters, there are only two lesbians. Everyone has their gender neatly stated as male or female in their in-game files ( except one who is a literal joke), but has no straight romantic relationships.</i></p> <p><i>There is some critique of hyper-capitalism and the commercialization of sports in two or three side stories; however, this hardly warrants bumping up the score unless you are a die-hard an-cap”</i></p> <p><i>“There is one character with no stated gender and who is referred to with they/them pronouns in the official English translation. She's a Liberi (for those not familiar with the game -- a human with bird-like traits) named Conviction. Though clearly having the body of a teen girl, she has the plumage of a male peacock and her gender is simply listed as "Conviction" in her in-game files. This is consistent across languages. HOWEVER, she was introduced to the game post-beta as an April Fool's joke, so the whole "my gender is Conviction" is clearly meant to be played for laughs, thus make of that what you will.”</i></p>	Mild
FromSoftware	Armored Core VI: Fires of Rubicon	<p><i>“Here's another recent game that I played the shit out of: Armored Core VI: Fires of Rubicon. I'm going to rate it as very Mildly Woke at worst.</i></p> <p><i>Corporations are pretty unambiguously the bad guys, while the Rubicon Liberation Front rebels are good guys fighting to free their planet, though they're also morally grey to a degree. Your character is a highly-augmented mech pilot employed by a contractor with shady goals that often pressure you to stab your current employers in the back or commit atrocities, but the story deviates significantly depending on the actions you take. This is pretty typical Japanese sci-fi writing (little different from the likes of Ghost in the Shell, Gundam, or Final Fantasy VII, and those have been around forever), so I'm not going to say this story is influenced by Western wokery.</i></p> <p><i>The biggest thing with the game (along with all other AC games) is that nobody is ever shown in the flesh. You only ever interact with other people through their mechs or over the radio. This means that it's practically impossible to determine a character's race, just their sex and age. This includes your character, Subject 621, who is never referred to with any pronouns and never speaks. Whether or not you consider this "woke" or just a way to make it easier for the player to cast themselves in the role of the protagonist without changing the script is up to you.</i></p> <p><i>The only thing in the game I would consider "woke" is that the leader of the Rubicon Liberation Front is in a gay relationship with his second-in-command, but this only gets brought up in flavor text when you're about to fight his second-in-command in the optional Arena Mode. This fact is never brought up in the story mode when you interact with these characters.”</i></p>	Mild
Seedy Eye	Arzette: The	<p><i>“I'm not sure where I'd peg it for certain; I feel like I'm inflating it a bit</i></p>	Mild/



Software	Jewel of Faramore	<p><i>because of how out of left field it felt, but I'm gonna say Mild/Medium. On the face of it, it's a fairly simple game which I hadn't even considered any woke content. Some things felt a bit odd, but I didn't think much, until the game went on and several random things popped out to confirm my suspicions.</i></p> <p><i>It's obvious what it's intended to be. It's just a Zelda: Wands of Gamelon joke. You play Not Zelda, who has to collect a bunch of gems to stick in a magic book, to fight Not Ganon and seal him back in the book. Cutsscenes are the MS Paint MAH BOI/I CAN'T WAIT TO BOMB SOME DODONGOS! sort of Youtube poop stuff. To begin with, it's cute. Everyone is generally pretty ridiculous and over the top. But at about the halfway point, some things became a bit more obvious.</i></p> <p><i>You'll begin to notice that not only is her father, the court helper and her brother are complete, useless idiots and cowards - but they're all white. Both her and her brother are confirmed to have the same mother, so it's interesting she just so happened to turn out... ethnically ambiguous. Almost a Pajeeta, almost a boss babe stronk black womyn.</i></p> <p><i>Every white character is like this. An old, extremely perverted man, a weird, backwater woman who wants to eat fish whole who people hate. Compare this to every black character being over the top, but in 'good' ways - there's a black dude who's a former soldier who teaches you a new sword move, and his only 'quirk' is that he's big, cool and a fightin' man.</i></p> <p><i>The last 30mins is where it really hits. Suddenly, the jokes just stop and it becomes a fairly standard narrative. Instead of a jokey, silly baker - nope, she's just a lesbian who gets a long, drawn out scene of how they can go on a date after this, because she's such a great princess. Confirmed lesbian.</i></p> <p><i>Every character tells her she's wrong, because she wants to forge the crystals into a sword which will kill Not Ganon. Does she have any reason to think this will work? No. But every character who told her it wouldn't work (all white, by the way) are proven wrong as Not Ganon instantly notes it's his one weakness, and how could 'one little girl' figure it out.</i></p> <p><i>In the ending, our only fanfare is how Arzette doesn't think monarchy helps people, how she's not the real hero, the people are! With her father dead, I'm giving up the crown, and we're going to have a democracy, where everyone is free and equal!"</i></p>	Medium
Larian Studios	Baldur's Gate 3	<p>Body type replacing Male and Female and moving them to "identity," which also has "Non-Binary/Other."</p> <p><i>"I was gonna suggest Medium for it. All of the gay stuff is avoidable, but it does have forced A and B.</i></p>	Medium

		<p><i>For Racial stuff, its hard to say because its a fantasy world with many made up races so it doesnt make sense to knock it for having variety in that front.</i></p> <p><i>You can also just murder anyone you dont like, which is points in my book. ”</i></p>	
Exit Plan Games	Bang-On Balls: Chronicles	<i>“Bang-On Balls: Chronicles (Mild): The newest pride flag as one of the default available country skins for your character. ”</i>	Mild
DICE	Battlefield 1	<i>“-Inaccurate WW1 character designs, some characters designs were alerted, for some reason there are a lot of nigs and pajeets serving in WW1. <u>-I think this image alone says a lot”</u></i>	Medium
DICE	Battlefield V	<i>“-One of the missions was an alerted version on a real event. It got turned into a lame-ass sob story about a stronk single mother and her daughter -For some reason, Female soldiers, while they exist in WW2, are extremely common on the game, (literally on every faction btw, and except the Soviet Union because they don't exist in the game for some reason despite the fact it would've made more sense if they put female soldiers there instead of every other factions in the game, but that's okay because that puts him on the <u>right side of history</u>). ”</i>	Heavy
Tindalos Interactive	Battlefleet Gothic: Armada 1 and 2	<i>“Fully woke free”</i>	None
Harebrained Schemes	BattleTech	Pronouns in character creation and pilots can generate with they/them pronouns <i>“as well as some tranny backer mercs.”</i>	Medium
Spiderling Studios	Besiege	<i>“Just a game where you build contraptions, barely any humans besides the badly animated models that are faceless.”</i>	None
Space Goblin Games	Beyond the Chiron Gate	<i>“Your crew members have pronouns listed instead of gender, including they/them.”</i>	Medium
WatchDaToast	Beyond The Edge of Owlsgard	Completely woke-free	None
Giddy Goat Games	Billie Bust Up (Unreleased as of writing)	Character’s sexualities and pronouns as part of the game’s draw, with at least one major character (Aristotle) being non-binary with they/them pronouns. <u>Creator and director stated that they’ll show LGBT themes and doesn’t want anybody who has a problem with it to buy the game.</u>	Medium (Pre-release)
Edmund McMillen, Florian Himsl	Binding of Issac	<i>“Binding of Isaac: Mild Rougelike RPG where you play as a babyboy going through floors of randomly generated rooms to kill enemies and collect items to get stronger as you go. Only mild because there might be like a few references to gay stuff like</i>	Mild

		<p>rainbows for some items and whatever, but the content is so large and vast (depending on what DLCs you have) that you're probably not gonna notice what's "woke" or not. <b>Although one of the challenges is called "Pride Day."</b> Your perspective also kinda depends on whether you view this as a "Christianity is... LE BAD!!!!" game, I don't think it is since you go and fight Satan himself and kill him hundreds of times to unlock stuff. It'd be like saying DOOM is "woke" because you kill demons."</p>	
Ninja Kiwi	Bloons TD 6	<p>"BTD6 has an item in the trophy store that adds a pride flag to all your monkey villages so you can "celebrate diversity and choice." This is the only partisan political flag item available in the game. I've also noticed this item has stayed on the Featured tab of the trophy store ever since it was introduced.</p> <p>There is also a nonbinary hero available in the game called Psi that is referred to by "they/their" pronouns.</p> <p>This is a game whose target demographic includes young children and its steam store page is tagged with the family friendly tag."</p> <p>"There is also a map creator with multiple public maps with names like trans rights meanwhile a map representing auswitchz was removed."</p>	Mild/ Medium
Gearbox Software	Borderlands 2	<p>"Borderlands 2: Medium</p> <p>It has been a very long time since I've played this game, so I'd appreciate anyone filling the rest of this out</p> <ul style="list-style-type: none"> <li>•Forced romantic relationship between Lilith (Caucasoid) and Roland (Negroid), despite the two not having any history or rapport in the first game</li> <li>•Anthony Burch was a lead writer. He is notoriously woke, even before wokeness took off, and has a <a href="#">thread here on the farms</a> that was created nearly eight years ago.</li> <li>•Fedora tipping-tier lines about women, like this one: <a href="https://youtube.com/watch?v=dKeFU6UGpaE">https://youtube.com/watch?v=dKeFU6UGpaE</a>"</li> </ul>	Medium
COWCAT	BROK the InvestiGator	<p>Despite being a furry game, I didn't see any woke elements in it. Every relationship is straight and a museum states women are considered too valuable for trivial jobs and more suited to raising and taking care of children due to low birth rates, which they don't make a big deal about. The females that we do see aren't girlbosses. Only part that's debatable is the developer adding a slightly spoilery content warning and an option to skip one of the worst endings in an update after <a href="#">a user complained about abuse and suicide survivors being possibly triggered over it.</a></p> <p>The developer also thinks that having Type A/B instead of gender is stupid.</p>	None/ Mild



Fábio Fontes	Buck Up And Drive!	Eliminating a cop car can get you an ACAB taunt message. Pride and transgender colors on billboards that can show up randomly during gameplay. <u>Developer intentionally added a toggle in the settings that shows only the pride billboards to deliberately piss people off and have a laugh at their expense.</u> <u>Told anybody that has a problem with it to “cope.”</u>	Medium
Moonsprout Games	Bug Fables: The Everlasting Sapling	A criminal you have to fight in a side-quest, a flirty male ant named Monsieur Scarlet who lures people in so he can drain their life, has a husband named Leon. This is only stated by the Kickstarter backer who created him, isn't alluded to in the game itself, and the backer admits that it's not canon to the game. Otherwise, the game is woke free.	None/ Mild
Rockstar Games	Bully	Along with the girls, <u>Jimmy can kiss one boy from each clique</u> to gain the health boosts, although you always need a gift for the boys even if you pass all of the Art classes. One of the achievements that is present in all versions requires that you kiss 20 boys, which is called “Over the Rainbow.”	Mild
Treyarch, Raven Software	Call of Duty: Black Ops 6	A female-appearing Operator named Rossi is non-binary with they/them pronouns, which allegedly only pops up in the character's bio.	Mild/ Medium
Sledgehammer Games, Raven Software	Call of Duty: WWII	<p><i>“The game is set during the events of WW2, obviously; you play as "Red" Daniels, a stereotypical Texan guy with a girl back home, who joined up to fight the evil Nazis, etc., has he fights alongside his squad the famous 1st Infantry Division AKA the "Big Red One" - across Europe, taking part in many famous historical battles including the Liberation of Paris. Joining him include the German-Jewish PFC. Robert Zussman, Sgt. and group hard-ass William Peterson, and the reasonable Lt. Joseph Turner.</i></p> <p><i>Basically, the game's story is pretty much as stereotypical and bland as you'd expect; Peterson continuously acts like an ass before later growing out of it, Turner is the calm official who later dies, Daniels is the hot-headed maverick, etc., and the Germans are mostly portrayed as a mindlessly evil force that you need to kill... mostly. I'll get to that in a bit.</i></p> <p><i>As mentioned by the other <u>reviewers</u>, the game is mostly pretty stereotypical about Nazis and WW2 Germany; the Germans are portrayed ruthlessly gunning down civilians, and there's a level where you have to play as a female French resistance fighter as she infiltrates a Nazi stronghold and assassinates a hilariously stereotypical German SS officer (seriously, you couldn't make the guy more cartoonish if you tried). There's also the aforementioned "Holocaust Education level", the final mission in fact; in it, you're group comes across a</i></p>	Medium/ Heavy

*seemingly-abandoned concentration camp while searching for your Jewish friend, while you're forced to slowly walk around and take pictures of the place while Daniels narrates just how evil the Nazis truly were and how heroic the Allies are; it ends with your group cornering and killing a high-ranking SS member executing POWs out in the woods by himself and saving Zussman. No, I'm not joking.*

*That being said... the game did actually try to humanize the Germans a bit, which is surprising for a fairly modern WW2 game. Throughout the game, you'll occasionally see German soldiers try and surrender, or otherwise plead for mercy; taking the opportunity to disarm and spare these guys is part of a system known as "Hero Actions", and the game does actually try to encourage you to do them - there's only four of these moments, though. There's also an extended sequence early on where you're riding a tank, and one of your allies spits on a dead German soldier... which has Daniels call him out, pointing out that soldier had a family, and then the rest of the soldiers all cheerfully talk about the good things Germany has done. Frankly, it comes across as a bit random and out-of-place, like someone added these moments in last-minute after realizing the game went a bit too far with "stereotypical evil German" shit.*

*The Multiplayer and Zombies were also pretty bad; Zombies mode is "stereotypical evil Nazi doctor using ancient black magic/technology to revive the dead and create an evil undead army", and you (mostly in the shoes of either Austrian doctor and stereotypical "effeminate chick" Marie Fischer, French Resistance Fighter and stereotypical "badass chick" Olivia Durant, the world's whiniest Scotsman Drostan Hynd, or stereotypical black American soldier Jefferson Potts) have to stop the plot, which will result in the world's destruction as an ancient evil gets unleashed... we've heard it all before. At the very least, the mode did try to go for more of a proper horror angle rather than the campy style Treyarch's mode did, but it just fell flat; everything just feels dull and lifeless in comparison, and the gameplay is a bit boring.*

*As for Multiplayer... it's bad. Character customization means that you can play as someone of any ethnicity or gender on either side; yes, this means you can play as a black female Nazi. Tons of Pride Flag emblems and banners in Multiplayer; and the game takes a VERY cartoony approach to combat; gone are the almost-horror-esqe feels of WaW's combat or the "wartime cartoon" feel of the CoDs before that; we got to have Grim Reapers, knights, and even some leprechauns running round killing people with engraved guns...*

		<p><i>including some variants that didn't get produced until late in the Cold War!</i></p> <p><i>Needless to say, there's some tone issues with the game...</i></p>	
Expansive Worlds	Call of the Wild: The Angler	<p><i>"Body types A and B. Both get the same hair and facial hair."</i></p>	Mild
Studio Plane Toast	Caravan SandWitch	<p>The description of the game on steam outright says how important inclusion is and that it has an 'inclusive script, that represents a real community with its people and representation.' The developer bragged about making at least one of the progress pride flags a bloated mesh instead of a texture to make it harder to mod, but even he <i>"<a href="#">admitted at first</a> that it's not impossible to mod. In fact, a <a href="#">gay, furry, Trump supporting, Canuck</a> (aka Maple MAGA, try saying that in a single breath) made a <a href="#">mod</a> to fix that flag, alongside another <a href="#">mod</a> to "fix" that flag. Which led to a giga-autistic furfag war, combined with dev's own redditory attitude.</i></p> <p><i>Of course, the dev actually achieved what he wanted. He posted <a href="#">this</a> tweet of gloating over "right wing grifters" calling out his retardation."</i></p>	Heavy
Bytten Studio	Cassette Beasts	<p>Pronouns in character creation. Developers close any topics on Steam forums regarding it and <a href="#">stated multiple times that they will not remove it from the game.</a></p>	Medium
Daisuke "Pixel" Amaya, Nicalis	Cave Story	<p><i>"Cave Story is a 2004 Metroidvania game, often considered the first truly successful indie game. Nothing woke about it, not even in the game's many rereleases and remasters"</i></p>	None
Matt Makes Games (later renamed to Maddy Makes Games)	Celeste	<p>Farewell DLC heavily implies <a href="#">in the ending</a> that the protagonist, Madeline, is transgender. <a href="#">Confirmed in an article by the developer, but admits that he didn't know at the time while developing the base game and didn't initially design the protagonist as one.</a></p>	<p>Mild (Vanilla)</p> <p>Medium (DLC)</p>
DragonSnow	Changed	<p>Post is too long to quote here, so see Scream Aim Fire's post here that goes into detail. (<a href="https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/page-47#post-20900934">https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/page-47#post-20900934</a>)</p>	Heavy
Sandfall Interactive	Clair Obscur: Expedition 33	<p>The only very debatable woke element are the number of black people in a fantasy setting inspired by the late 1800s to early 1900s Belle Époque period in France, but they either get killed in the prologue or only exist as background characters, and never show up again.</p> <p>There's also the reveal that the game is set in a canvas created by people in the real world, although the death date of one of the real characters being December 33<sup>rd</sup> suggests that the real world is still not like our world.</p>	None

Homie	Clinical Trial	<p><i>“The main character of the visual novel is your stereotypical depressed AFAB nonbinary-adjacent ADHD-riddled college dropout who goes to a clinical trial for a new drug for \$1000 over the course of 8 weeks.</i></p> <p><i>The second half of the game has the main character go to her doctor's house as a mental health break, where there isn't any connection for some reason. This is later revealed to be because the doctor set up a signal jammer so that there wouldn't be any evidence linking her to the fact that he murdered (via drill to the cervical vertebrae) the co-worker that raped the main character 2 days ago.</i></p> <p><i>Also the doctor has a yandere-esque shrine to the main character which includes her jacket which he took home and cummed on after the week that the main character didn't take it home.”</i></p>	Medium
Stairway Games	Coral Island	<p><i>“Coral Island, a life/farm sim with the whole rainbow of races and sexualities including one of the romance options being a single mom with a mixed daughter. checked the wiki and there are non binary they/thems in there too.”</i></p>	Medium
Consumersoft Products	Cruelty Squad	<p><i>“Surreal tactical shooter/immersive sim. Deus Ex on acid. Murder assigned targets in open levels at the behest of a redneck meatball with the aid of hideous bio-mechanical implants. Gender issues and related are not present in any way and frankly pointless considering how freakishly altered the player and NPC's all are. Earns a Mild, however, as both the game and the artist behind it are extremely anti capitalist and consumerist as well as portraying the main character as a depressed, soulless, fucked up loser.”</i></p> <p><i>“I have to disagree with this one being a mild, and would bring it up to a none. Anti-consumerism, absolutely, it was the one of the main points of the game, but I find it more anti-corporatism and -monopolism rather than anti-capitalism and by the end of the game it shifts away from economics in general to the importance of death and how it gives meaning to life.</i></p> <p><i>After the first ending the game reveals the 3 driving forces behind the game's world is malice (representing life), metabolism (representing consumption and death), and raw transactional power. The balance of these three were thrown off years before the events of the game with the introduction of technology that makes people effectively immortal. In order to restore this balance, it's mandatory that the main character of the game (and you by extension) has to master the game's methods of making money, The second ending shows the growth of the MC and congratulates them on climbing to the top of the ladder. Despite his successes, the MC is still unhappy, since he recognizes the world is corrupt to the core and has absolutely no meaning, and the final, true ending of the game involves him restoring death to the world and ushering in a new golden age where life once again has meaning due to it's restored scarcity.</i></p> <p><i>The fact the MC is a soulless fuck up is extremely important to the game's story because it provides both context as to how far the MC progresses by the end of the game as a result of his talent and effort, and a motivating factor to</i></p>	None

		<p><i>the MC's choice to destroy the world as it existed at the end of the game. Capitalism isn't blamed as a whole for the state the game's world is in; the blame is targeted towards the corporations that own everything, since there is brief mentions that the world was functional before they took over. Furthermore, a large part of the game is cheating the systems they created to progress, and breaking free from their economic model (completing missions, or wage-slaving for a corporation) to find your own preferred way of making money (free-market or anarcho-capitalism). I'll let everyone else judge the game and decide what it deserves, but I don't think I could be convinced the game is any level of woke in any sense of the word."</i></p>	
Studio MDHR Entertainment	Cuphead	Completely woke-free.	None
CD Projekt Red	Cyberpunk 2077	<p><i>"Medium: setting has a lot of in-your-face wokeness, but it doesn't necessarily endorse it. Body/Voice typeA/B and gay romances. A long multi mission racing sidequest revolves around a vindictive murderous transwoman and her troon flag monster truck.</i></p> <p><i>A lot of PoC but they aren't all paragons of virtue. Cynical tone but a strong anti-cap message pushed by the deuteragonist."</i></p> <p><i>"There is also a large troon flag inside the car on the center console, so even in first person mode you have to look at it. Also, the street racing quests let you take your own car, except for one in the middle where it forces you to take the tranny truck for no reason, so there is no escape from the pride. On another note, that tranny character is the only person in Cyberpunk 2077 who doesn't have any augments, which is dumb because in a setting where people can rebuild their whole body to be what ever they want, it would naturally cater to transnys. But this character is such a special snowflake that they said no to augments and went with a good ol' stink ditch and bathtub hormones."</i></p>	Medium
Behaviour Interactive	Dead by Daylight	<p><i>"Dead By Daylight by Behaviour Interactive is one of the most woke shit games and arguably one of most popular faggiest games on Twitch for those who use the LGBTQIA+ tagging.</i></p> <p><i>Multiple characters are marketed as openly gay.</i></p> <p><i>Heckin diverse characters of various ethnicities like Zarina the Syrian immigrant.</i></p> <p><i>The Leatherface for one of the characters was <a href="#">removed because the devs decided it was identical to wearing blackface</a></i></p> <p><i>My last point: Players can also unlock charms. Charms are little items you can attach to your character as a fashion accessory. Usually, obtaining charms is tied to a promotional event and as such, there is a limited time to acquire them. But if you're a faggot, you have no time limit to redeem the codes to claim whatever version of pride you feel attached to.</i></p>	Medium/ Heavy





		<p><i>There are many little changes throughout the years to make this game as diverse/inclusive as possible that it will need some research to thoroughly cover all woke aspects. Easily one of the Heaviest scoring games that is very in your face when you play.</i></p> <p><i>It's a shame too because it was a very unique game for its time. Playing with Nemesis was quite enjoyable."</i></p>	
Dambuster Studios	Dead Island 2	<p><i>"Despite it taking place in contemporary Los Angeles, which is a real-life Woke Singularity, it isn't QUITE as woke as I expected it to be. Don't get me wrong, there's definitely wokeshit in the game, as all but one of the playable protags are some kind of tattoo-covered dyed-hair girlboss or mystery meat mutt, and the one white dude protag is a male stripper who freaks out at everything (at least at first).</i></p> <p><i>Instead of extolling the virtues of LA, the game takes the piss out of it like GTA V: almost everyone you meet is a vapid self-absorbed moron, and the game constantly pokes fun at how useless these people are not just in a zombie apocalypse, but in general. I also heard remarkably little dialogue about "Fucking White Males" or race or gender, or class warfare or whatever. Dialogue is largely either said airheads complaining about how they cannot adjust without modern conveniences, or the protags who are justifiably focused on surviving and escaping LA, or the occasional comment about how the government has basically left everyone in LA to die.</i></p> <p><i>Another surprising thing is that the only couples I've seen so far on-screen are heterosexual, which given it's LA you'd figure they might as well make everyone gay. Most of these relationships are interracial, one of which is between a black man and white woman, but said black man is Sam B from the previous game and I have a soft spot for him ("Who Do You Voodoo Bitch" is so bad it's good). I'm also happy to say they didn't rewrite his personality to suit any agendas, he's the same character from I and Riptide, just not the protagonist anymore.</i></p> <p><i>Gameplay wise, I'm enjoying it. [...] For \$30, I can't complain about zombie smashing.</i></p> <p><i>My woke rating would be a low Medium."</i></p>	Mild/ Medium
Capcom	Dead Rising Deluxe Remaster	<p>- Some characters got beaten with the ugly stick (even if they weren't lookers to begin with) and look 20 years older than they are.</p> <p>- Erotica category for photos was removed for being <u>"inappropriate for the situation"</u>.</p> <p>- That also changes a mission where you had to get a high scoring photo of that category (IIRC you need a high scoring Outtake now), and <del>will probably change another one where a survivor asked you to take photos of her posing.</del> <b>Cheryl's request remains unchanged despite Erotica being removed.</b></p>	Medium

		<ul style="list-style-type: none"><li>- A skimpy black dress some zombies and a survivor wear was edited to remove the fishnets, but in exchange they covered the boobs.</li><li>- Psychopath Cliff Hudson (a Vietnam war veteran) doesn't call Frank "Viet Cong" and a communist anymore, instead going for "mole" and "filthy animal".</li><li>- Psychopath Larry Chiang's model was swapped from a creepy fat chink to a generic white male.</li><li>- Some stores got their names edited for some reason. For example, Estelle's Fine Lady Cosmetics was renamed to just Estelle's Fine Cosmetics, and Jamming Juvenile is changed to Jamming Junior."</li></ul>	
Motive Studio	Dead Space (2023 Remake)	<u>"All gender" bathrooms</u> , white-to-black raceswapping, <u>optional "content warnings" that either warns the player before an upcoming scene or hides the content</u> despite being an M-rated game.	Medium
Kojima Productions	Death Stranding Director's Cut	"The only mildly woke element I recall is the Director's Cut adding an <u>addendum to an entry about asexuals</u> that calls the interview unsubstantiated and discriminatory while mentioning bigotry."	Mild
Ghost Ship Games	Deep Rock Galactic	<p>"Deep Rock Galactic (Developed by Ghost Ship Games, published by Coffee Stain Publishing): Mild</p> <p>Deep Rock Galactic or DRG in short is an fps game that can be played solo or in co-op (up to 4 people). There are several modes with different objectives, but in each mission you'll be interrupted by hordes of bug aliens that you have to kill using your weapons. You can also mine the resources that you'll find during missions in order to get gold, nitra (necessary for ammo refills) or other ores that are required for weapon upgrades and cosmetics.</p> <p>The game doesn't have a global ban system nor are there any chat filters, so you can spam "nigger" in chat as long as the lobby host is fine with it. The steam community page is not as lenient on moderation however, with most of the moderation being handled by one guy called "Dwarfurious":</p> <p>He types like your typical reddit mod and is a proud warrior against bigotry. Out of 753 awards he recieved, 141 of them are clowns (18,7%)</p> <p>Sticking to the game only though, there aren't many woke parts. Despite the game being out for 6 years, there aren't any LGBTQAI2+ themed cosmetics. However, in the lobby you can find a screen called "Employee of the month" in which one of the members from their discord gets featured with their discord name and profile picture featured. Coincidentally, during June 2023 this was the featured user: <b>A furry OC with the transgender flag in the background.</b></p> <p>There are also masks and hand sanitizers in the lobby, this is related to the rockpox mechanic of the game that was introduced in season 3, but the implication is still there.</p> <p>Luckily it's not too in the face and you can ignore it pretty easily"</p>	Mild

Toby Fox	Deltarune (as of Chapter 2)	Noelle is a lesbian with a heavy crush on Susie, so much so that she strangles Berdly when he says he has feelings for her too.	Mild
Bluepoint Games, Japan Studio	Demon Souls (2020 Remake)	Unlike the original version, you choose your body type instead of gender and can choose a voice regardless of said body type, like a feminine voice on a masculine body. Changed the race of the Crestfallen Warrior from white to black.	Medium
Bungie	Destiny 2	<p><i>“Destiny 2-Bungie Medium-Heavy</i></p> <p><i>-Two of the main characters on the game, Saint-14 and Osiris were a gay couple whose relationship suddenly came out of nowhere.</i></p> <p><i>-Another one of the Character, The Drifter. is a 'Pansexual' that also came out of nowhere.</i></p> <p><i>-One of the main antagonists of the game, Oryx is implied to be a Transexual.</i></p> <p><i>-Pride month catalogue also <a href="#">Emblems dedicated to Nigger Lives matter, Troonism and LGBT shit.</a>”</i></p> <p><i>“Nimbus is a Non binary and the character editor also removed the words male and female and replaced them with feminine and masculine to add onto what you’ve already said.</i></p> <p><i>Also Ikora is an obvious girl boss.”</i></p>	Medium/ Heavy
Quantic Dream	Detroit: Become Human	The entire plot is an allusion to the civil rights movement, with the androids becoming sentient and self-aware (or “deviant” as the game puts it). Connor is tasked with bringing down the rebellion while Markus is tasked with making sure the rebellion succeeds either peacefully or violently. At one point in the game, Connor encounters two lesbian robots in love with each other.	Heavy
ZA/UM	Disco Elysium	<p><i>“There's 3 communists in disco elysium. A morbidly obese socialist union boss using the union as a front to funnel drugs, and is trying to demolish an impoverished fishing village for this purpose.</i></p> <p><i>A coward communist deserter that is a literal incel that murders people explicitly because he can't get laid and outright tells you he murders people because he can't get laid and is jealous of men who get pussy multiple times and this guy is the main antagonist.</i></p> <p><i>A bunch of students that haven't left their apartment in months that think communism will work because if they just wish for the crops to grow faster they will through the power of good vibes.</i></p> <p><i>If you try to side with the communists the voice in your head starts calling you</i></p>	Mild

		<p><i>an unwashed retard, tells you that communism is literally the ideology of failure and mocks you by suggesting that maybe you'll break the record for the most people killed just like every other communist did."</i></p> <p><i>"Of course there's communist rumblings because the game lore is in the aftermath of a fucking political revolution."</i></p> <p><i>"Disco Elysium is a special case where it's "woke devs, based game". It was made by unironic commies and has a couple gay characters, <b>one of them being Kim, your partner</b>, but you really have to go out of your way to get one of them to say it, the game calls you out for that, you can insult any of the ideologies and characters, and IIRC ZA/UM had a shitshow and collapsed. <i>Mild</i> at best, but the fanbase makes it seem like a medium/heavy for how obsessed they are with making everyone a kweer kommie (oh the irony). Just avoid contact with them and you'll be fine."</i></p> <p><i>"From what I have heard, the game had one or two lead developers who are not only die-hard tankies but also horrible human beings (big surprise), who really pushed for all the commie stuff in the game while the rest of the development team were based Estonians who undermined that every step of the way. Resulting in the game outright calling you fat and smelly if you become a Communist."</i></p> <p>The nature of the game leads to the overall wokeness being heavily debated. Use your own judgement.</p>	
Arkane Studios	Dishonored 2	<p><i>"Dishonored 2 (Arkane): Medium/Heavy.</i></p> <ul style="list-style-type: none"><li><i>•Empress Emily is made a playable character. That alone isn't that big of a deal but it's implied she is/was in some lesbian relationship, which as empress would no doubt be very much not allowed.</i></li><li><i>•Every woman is portrayed as extremely competent or sympathetic. The player is still able to kill everyone.</i></li><li><i>•The men are all portrayed as craven, disgusting, evil, or feeble. Even Corvo seems more of a faggot.</i></li><li><i>•There is a tranny who the player can do a quest for. The tranny status is revealed through notes and audio recordings.</i></li><li><i>•The main villain runs a lesbianic cult. That was part of the first game but wouldn't you know it, they just happened to repurpose the wokest part of the Dishonored 1 because reasons or something.</i></li><li><i>•Harvey Smith is a colossal stinkditch sucking faggot who brought in Anita and her cronies in to consult."</i></li></ul>	Medium/ Heavy

Larian Studios	Divinity: Dragon Commander	<p><i>“Leading a steampunk empire might seem fun, but almost all the policy decisions are contemporary issues with a thin fantasy veneer at best. Likewise, half your generals are female, one a monomaniacal homosexual rights activist and the other a misandrist feminist. Picking conservative options isn't disproportionately punished or shamed, so doesn't deserve a full high.”</i></p> <p><i>“I'd push it closer to Medium. The progtrard options are almost INVARIABLY better than the conservative ones. The fag rights one in particular gives you tons of rewards if you are pro-faggotry, and nothing if you're conservative, and the game actively tries to guilt trip you about it.</i></p> <p><i>The misandrist bitch is a bit better handled, as fully giving into her isn't treated as the best outcome, but neither is telling her to stuff it.</i></p> <p><i>On the other hand, the game is way too fanservicey for me to simply shove it into high.”</i></p> <p><i>“The conservative factions have far better bonuses.</i></p> <p><i>Religious Undead:</i></p> <ul style="list-style-type: none"><li><i>• Luck (boosts auto resolve and since you can only manually fight one battle a turn, it is super important),</i></li><li><i>• Recruitment speed and cost.</i></li></ul> <p><i>Capitalist Dwarves</i></p> <ul style="list-style-type: none"><li><i>• Gold income (research is already finished by act 2, so basically allows you to spam units)</i></li></ul> <p><i>The progressive elves only give land defence bonuses and the techbro gnomes boost tech at the cost of lowering the unit cap”</i></p>	Medium
Larian Studios	Divinity: Original Sin 2	<p><i>“Divinity Original Sin 2 is mild in my opinion. In the hundreds of hours I've played, I don't recall seeing any character or mob that could be identified as trans or non-binary, moreover, the character creation menu doesn't mention</i></p> <p><i>pronouns and the sex is identified via the usual sex symbols (  ,  ). As far as gay characters are concerned, there are only the sex workers in Driftwood who will fuck with you regardless of your sex, moreover, you can hold a gay relationship with another member of your party if you so choose; there are no sex scenes btw.”</i></p>	Mild



Dolphin Barn Incorporated	Domina	<i>"A flash tier game about managing a team of gladiators. The dev is such a chud that he sperged about transnies in the steam forums until he got banned, and then started sperging about them in the update logs. He got banned for his <b>immature, unprofessional, and unhinged sperging</b> and ragequit steam."</i>	None
Bioware	Dragon Age: The Veilguard	<p>Selecting your pronouns in character customization that can be separate from your gender and appearance, including they/them, and one customization option is to have "top surgery" scars to appeal to transgenders. This is despite the existence of magic and magical artifacts, <a href="#">one of which being the Mirror of Transformation that not only allows people to change their appearance, but rewrites other people's memories to align with their new appearance</a>. While previous games didn't let you switch genders, it raises questions about why they couldn't simply remove that restriction for this one.</p> <p>You can decide to be transgender or non-binary and one of your companions, Taash, is explicitly stated to be non-binary with they/them pronouns. During a scene where she comes out to her mother, and likely other scenes as well, you can't even slightly disagree with Taash about it in any way. Contrast this with previous games where you can disagree with your companions and even cause some of them to leave, with DA2 letting you sell Fenris back into slavery. When your other companion Isabella accidentally misgenders her, Isabella decides that a simple apology isn't good enough and decides to "pull a Bharv," or do ten push-ups to punish herself for it to show Taash that she means it.</p> <p><a href="#">According to a guide creator</a>, if you try your best to ignore Taash, you don't unlock certain areas and, most notably, you will get locked into the bad ending since every companion quest needs to be completed in order for the player to get the good ending. Bioware <a href="#">also asked early reviewers requesting a copy of the game not to talk about her "personal journey."</a></p>	Heavy
Capcom	Dragon's Dogma II	<i>"There's the downright expected "Body Type A/B" stuff, and when you look for Pawns in the Rift, you can no longer look for specifically "Male" or "female" pawns, but "Masculine" and "Feminine". A few black NPCs, here and there, including one of the more prominent quest givers for the main story, but the first game also had black characters. I haven't found them yet, but the thong from the first game was apparently toned down to being a boring old bikini, one of several in the game. Others may have more to add."</i>	Mild
Square Enix	Dragon Quest III HD-2D Remake	<i>"Dragon Quest III remake has the body type A or B thing instead of Male or Female and they made all personalities available for both sexes, I'm not sure about this one but apparently they also made all equipment available for both sexes so you can put a male character in a bikini... I guess to appease the AGPs who have to make everything about their fetish. I'd rate that as mild wakeshit, I'd wager done mostly to get some of that Baphomet money from their Hebraic money lenders."</i>	Mild
Square Enix	Dragon Quest XI: Echoes of	<i>"Dragon Quest XI S: Echoes of an Elusive Age - None The protagonist is male. There is a town where you can enter a sauna, which</i>	None/ Mild

	an Elusive Age	<p><i>has sections for both men and women. You aren't allowed to enter the women's side, but you can sneak in a different way and get lectured for it. You even get an award. It is all presented in innocent jest."</i></p> <p><i>"[Sylvando] is flamboyant and a comic relief character; but they never out and out show him being a faggot, lusting after men, or flirting with the MC or anyone else. He's more a feminine, flamboyant, circus entertainer type of character than a homosexual. Sure, his lispy voice is clearly meant to sound like a flamboyant homosexual, but I respect the fact that they kept his sexuality nonexistent rather than making it a big part of his personality.</i></p> <p><i>[...] I agree with @Pissmaster DQ11 is not a woke game. It's good, wholesome, classic jrpg fun without any modern, woke sensibilities. Possibly, one could argue that giving Sylvando a flamboyant lisp in the English version gives it a slightly woke rating, but I'd personally disagree since it's not once mentioned that he has any interest, sexually, in men. (Though I admit, the parade with all the men wearing feathers and Mardi Gras like costumes was a bit gay). Thankfully, it wasn't meant to be some kind of gay pride parade, it was merely Sylvando using his upbeat personality to cheer up a sad population who just experienced a near apocalypse."</i></p> <p><i>"I can't edit my original post, but I concede stating it's mild/medium, and instead none/mild based on the version. His bisexuality's alluded way more in the Japanese version which I remember looking up way back when I played DQ11. I can't for the life of me find it after all these years.</i></p> <p><i>The macho guy steering his ship and the boys in his 'circus' parade all call him 'big sis' or 'Sylv sis' in the JP ver. Though, in hindsight, it's all pretty harmless stereotypical flamboyant gays portrayed in Japanese media."</i></p>	
Black Salt Games	Dredge	<i>"Characters include some "strong female" NPCs, including a black female mechanic with frizzy hair. No LGBT+ references."</i>	Mild
Sleepy Mill Studio	Drop Duchy	<i>"It's a fun little roguelite deckbuilding tetris game that has eaten up like three straight days of my life. Granted, there's not much room for wokeness since everything in the game, which are essentially gathered resources, are abstractions. The worst thing you could say about the developer is that he's French, but as far as social media related to the game he seems to keep discussion about the game or games like it (which is all you can really ask for)."</i>	None
Red Thread Games	Dustborn	<p>A representative revealed <a href="#">in an interview</a> that the game was inspired by 'political events in 2016,' all but outright saying that it was the presidential election of Donald Trump. Game director talked about the importance of diversity. Stated pronouns in character introductions with one going by they/them, one of the song minigames advocates for replacement migration.</p> <p><i>"I actually dont like the term woke, but theres no other way to describe this</i></p>	Heavy

		<p><i>game. Its the most woke game to ever exist.</i></p> <ul style="list-style-type: none"><li><i>-Fat fucked up skin women is peak redditor and goes into panic attack. Also muslim and bitches about eating non halal sausage.</i></li><li><i>-Transporting copies of 1984 across the border</i></li><li><i>-Bad guys are called puritans</i></li><li><i>-Main character is a pregnant black woman whos power is to make people listen to her</i></li><li><i>-White/hispanic male character is the only one without powers</i></li><li><i>-Tranny they/them. Hes rich but is doing the heist because he doesnt want to be outted. His superpower is gaslighting</i></li><li><i>-Kpop is mentioned the first 5 minutes</i></li><li><i>-All gender bathroom</i></li><li><i>-Not supposed to be a joke but theres a "I cant breathe" line</i></li><li><i>-Also theres no consequences for not playing the song to get across the border. Can just put the controller down and still continue on."</i></li></ul> <p><i>"It's alt history where Jackie O was shot instead and martial law were declared turning the U.S into a fascist Christian theocracy somehow. Also the East coast is underwater because of climate change.</i></p> <p><i>Our cast have superpowers that are all fucking worthless like gaslighting or having their body parts turn to stone if they start singing.</i></p> <p><i>Despite having the most unless superpowers in existence and being absolutely no threat they are pursued by evil agents of the government called the Puritans.</i></p> <p><i>There's also some vague insinuation that the evil government kills blacks and faggots too in addition to mutants or whatever but this is never portrayed in game.</i></p> <p><i>Also much like the recent Saints Row reboot our quirky cast of blacks, faggots, and troons do actual criminal shit like robbing banks so the authorities have an actual reason for hunting them down but again this is never acknowledged in game."</i></p>	
Bay 12 Games	Dwarf Fortress	<p><i>DF itself is mild, at least for now.</i></p> <p><u><i>Your dwarves (and any other other intelligent creature) can be gay.</i></u> <i>it's almost impossible to notice if you're not super autistically checking out your dwarves. Only really objectionable thing is the bisexual rate is really high.</i></p> <p><u><i>The devs want trans and intersex dwarves in the future,</i></u> <i>but it seems like a standard spitballed feature that will probably get silently inserted in some minor update in a few years.</i></p>	Mild

Greylock Studio	Echo Point Nova	<p><i>"100%'d the release version of Echo Point Nova on Steam.</i></p> <p><i>Wokefactor is None. There's some character customization skins for chocolate people and women but the default is the faceless main character and you can also play a white man if you want to.</i></p> <p><i>Story involves generic evil mercenaries infesting an alien planet and you gotta kill them all while guided by dialog from a few friendly NPCs. Story has no nuance and the dialog is cheesy but there's nothing woke in it.</i></p> <p><i>Also a pretty fun game, I like the unique movement mechanics, though the post-game content could be better as it just rehashes the same fights with gimmicks like "the floor is lava". Also I'd suggest playing on the hardest difficulty as the game is otherwise too easy."</i></p>	None
FromSoftware	Elden Ring	<p>You choose Body Type A or B instead of Male and Female. Despite this, it still acts as a gender selection since characters still refer to you as a man or a woman at points, like Melina, Blaidd, Alexander, and Patches.</p>	Mild
ENA Team	ENA: Dream BBQ	<p><i>"This is the Wizard of Oz for generation Z kids. It doesn't pretend to be about anything except for its nightmare logic universe, not anything about how ours works, leaving it a torturous effort of the player to find any political message, let alone a far left wing one."</i></p> <p><i>"I do remember specifically the maker of ENA outright told someone on Twitter that ENA is fully female and not non-binary. As an unimportant note, the retard pretending like the creator confirmed the non-binary status in a desperate cope."</i></p>	None
Battlestate Games	Escape from Tarkov	<p><i>"Escape From Tarkov is none. Female and non-white PMCs/enemies are not present in the game (takes place in a Russian city afterall), and Battlestate Games made it clear that they won't add in-game females (that are not Traders) because <u>it doesn't make sense for the lore, and that "a women can't handle that amount of stress."</u>"</i></p>	None
Wube Software	Factorio	<p><i>"You crash land on an alien planet, and you exploit the planet's resources with your pollution-spewing machinery while mowing down the ugly, unsophisticated, destructive brown locals with machine gun turrets.</i></p> <p><i>No gender lecturing, and the only "woke-ish" message is that pollution is bad, if only because it makes the aliens more aggressive. But that can be compensated for with more artillery batteries and turrets.</i></p> <p><i>Also, <u>the head developer is unrepentantly based.</u>"</i></p>	None
Airdorf	Faith: Unholy	<p><i>"Retro as all fuck adventure game with just one interaction button that makes</i></p>	None

	Trilogy	<i>you raise a cross to repel demons. Pseudo-rotoscoped cut scenes that are legit unnerving at times. Bit crushed vocal lines right out of the magnetic tape age of games. Story driven, very interesting horror/mystery about a disgraced priest losing and regaining his Faith (title drop) while single handedly battling a satanic cult and finishing an exorcism he left undone years before. Might warrant a Mild rating for some pro LGBT tweets Airdorf made, but game itself is apolitical."</i>	
Delta Shore Games	Fallen Leaf	Listed pronouns for the characters in the encyclopedia.	Medium
Ubisoft	Far Cry 6	<p><i>"IIRC Far Cry 6 also has a mission where you have to get hormones for a tranny?</i>  <i>EDIT: Multiple missions (<a href="https://youtu.be/JpCkwiOeVYc?t=2190">https://youtu.be/JpCkwiOeVYc?t=2190</a>, timestamped). Fucking hell Ubisoft, I really liked Far Cry 5."</i></p> <p><i>"That video doesn't cover the worst of it. The world map is split up into three sub regions. You find rebel leaders in each area and they have their own little story arc as you progress through their region. One of the leaders of one of the three sub regions is a FTM partnered with her rugmuncher (or flesh roll sucker I dunno).</i></p> <p><i>I progressed through the game doing the two other regions first, by chance, I didn't know about La Creatura then, and while the taint of modern game writing was clear at that point I had no idea how bad it would get when I got to the tranny region. "He" is introduced with an overly long, extreme glorified closeup as she sucks face with her disgusting psychobitch girlfriend. Then in addition to what the video covered the game makes your player character an accessory to murdering a surrendered, unarmed woman for the insidious crime of misgendering the FTM creature.</i></p> <p><i>Direct link: <a href="https://youtube.com/watch?v=-T81b2cLb9w&amp;t=1110">https://youtube.com/watch?v=-T81b2cLb9w&amp;t=1110</a></i></p> <p><i>Go to ~18:30 for the misgender murder, check out the rest of the video to see just how truly awful the rest of that sub regions "story" is.</i></p> <p><i>Separate from the tranny, there is, of course, a Trump analogue, and all of the older, potentially likeable male characters are killed off, as well as the only attractive white-ish woman. You're left carousing around the island with what looks like <a href="#">a reddit group pic</a> except more melanated and somehow faggier and more retarded.</i></p> <p><i>I know I'm forgetting a fair bit, it's all just blurred into a pile a of shit wakeslop and I don't care to go down that memory lane any farther than I already have."</i></p>	Heavy
Marvelous (XSEED)	Fashion Dreamer	<i>"A/B Body Type instead of female or male."</i>	Mild



Miro Haverinen	Fear & Hunger 2: Termina	<p><i>"Game set in 1942 "Europe" that includes a black character, a transgender character(?), a disabled character, a lesbian antagonist, and somebody's furry OC. Avoids being ranked higher because most of these elements are not shoved in your face."</i></p>	Medium
NPC Studio	Fields of Mistria (Early Access as of writing)	<p><i>"(*the game is in early access, so this rating may change as things are added)</i></p> <p><i>Overall a very solid (though still far from complete) farming sim a la Harvest Moon/Story of Seasons or Stardew Valley. I've been really enjoying it, it has a ton of quality of life features that make it much less frustrating to play than a lot of games in the genre. So far the only woke things I've seen are the following:</i></p> <p><i>Character creation has pronouns which you can change at any point from your character status/customization page, <b>including it/its pronouns</b></i></p> <p><i>I have not actually tested to see what some of the odd combinations like He/She or None result in. Notably, none of the NPCs have any kind of strange or ill-fitting pronouns (all the men are he/him and all of the women are she/her, there are no They/Them NPCs)</i></p> <p><i>The <u>cast of characters</u> is racially diverse.</i></p> <p><i>Romance currently is very limited due to the game being in early access (relationships can only progress to 4 hearts out of a total of 10, and any interaction/gift-giving beyond that will not increase your relationship level with the character) but you are able to romance any of the available suitors regardless of your or their gender.</i></p> <p><i>One of the default customization options for your character is a hijab</i></p> <p><i>There is a cosmetic item you can purchase at one of the shops called "striped ribbon" that has alternate colorways that represent pride flags."</i></p>	Medium/Heavy
Square Enix	Final Fantasy XIV	<p><i>"Final Fantasy 14 (Square Enix): none to mild for the game, heavy+ for the community</i></p> <p><i>one of the NPC races has no (concept of) gender, one main character of an expansion is possibly gay (open to interpretation if gay or just good friends). The community on the other hand is one of the worst possible, combined with aggressive chat censorship and fast escalating punishments means you should probably turn off chat."</i></p>	None/Mild
Square Enix	Final Fantasy XVI	<p><i>"I'd like to add Final Fantasy XVI for Mild/Medium wokeness. <u>Has a gay kiss scene and one of the major characters is gay.</u> I would say this is Medium wokeness.</i></p> <p><i>There is also a line in the side quest "Under New Management II" where the Duke of Oriflamme says "It is clear that Northreach should not be led by men</i></p>	Mild/Medium

		<i>like me, but women like her.” (Referring to his daughter) this could be considered Mild wokeness because it might not be woke, but it sounds woke.”</i>	
Ubisoft	For Honor	Post is too long to quote here, so see Scream Aim Fire’s post here that goes into detail. ( <a href="https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/page-6#post-17913926">https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/page-6#post-17913926</a> )	Medium/ Heavy
Epic Games	Fortnite	<p><i>“On one hand, there's been events in-game that blatantly favor woke politics, the most notable being a full-blown pro-Democrat event during the 2024 election period with in-game Kamala Harris encouraging people - bear in mind that one of the primary audiences for this game is children - to vote Democrat, as well as an event celebrating Black History month and some other bits like removing cop cars after the George Floyd riots. They also tried to censor the Battle Royal mode a while back by not allowing any characters with visible firearms/ammunition or overt horror aesthetics... in a game mode about shooting each other in the face, which widely got mocked and quickly got reversed.</i></p> <p><i>On the flipside, it is fairly easy to ignore most of it; the woke events were limited-time, and I haven't seen any overt Pride or faggot stuff crammed into the plot as of yet, though I didn't really play the game much during Pride Month, so... The majority of the plots in BR tend to be fairly innocuous; the current one - "Lawless" - is about conducting heists to steal from a Baron wolf named Fletcher Kane. The game tends to lean VERY heavy into the "wacky" side of cosmetics, such as a rapping pickle, and there's several Muslim skins that are mostly available around Ramadan, though the female doesn't always wear a headscarf. Conversely, the Cybertruck has yet to make a re-appearance in the shop despite there being a number of people who want it back, allegedly because it's "glitchy" or something; bear in mind, these "glitches" don't seem to happen to other vehicles.”</i></p>	Medium/ Heavy
Playground Games	Forza Horizon 5	<p><i>“Forza Horizon 5: medium/heavy</i></p> <ul style="list-style-type: none"> <li><i>-Pronouns in character creator.</i></li> <li><i>-More choices on prosthetic limbs and hearing aids than hairstyles.</i></li> <li><i>-The only male character voice is black and British.</i></li> <li><i>-Mexican dialogue written by liberal white woman*.</i></li> <li><i>-Endless dicksucking of the player character and overall cringey dialogue.</i></li> </ul> <p><i>It might have gotten better or worse I dunno, I'm waiting on a refund after only playing for 45 minutes. Unskippable bullshit and trying to sell me DLC is a cancer I will not tolerate. I just wanted to race some cool cars how did they fuck it up this badly?</i></p> <p><i>*i,e they speak a perfect almost unaccented English but throw in some cliched bullshit into every other line of dialogue and use a single Spanish word in every sentence.”</i></p>	Medium/ Heavy
John Pywell	FOUNTAINS	<i>“Pixel-art game. You play a mysterious cloaked stranger of an unknown sex,</i>	None

		<p><i>who's referred to as a "they" one or two times due to being unidentified. No gendershit or in-game speculation about sex. A throwaway npc ("hi, I'm looking for my brother, but I'm too retarded to find the entrance which is right next to me") with the same sprite is female, she dies an ignominious death offscreen. Everyone else in the game is male. You're mistaken for a male villager at one point, but also you're canonically shorter than average. There are sandniggers wandering the desert, selling supplies, and speaking broken \$yourlanguage. You can kill them over and over to farm skulls. The only family depicted is a pajeet whose wife and son are dead. You kill him. The leader of slimy shapeless monstrous abominations is a literal giant black penis (yes, really) that keeps in its temple a vibrating classical naked statue of a headless male. You kill them both, the penis and the headless model. Three of the six gods were female, but they were weak and come pre-killed, you get to hack up an infected corpse. There's one mention of a female overgod."</i></p>	
GalaxyTail	Freedom Planet 2	<p><i>"In this case, the new game's lore explains how a bunch of Earth Dragons came from outer space and colonized Planet Avalice, enslaving the native Water Dragon populace in the process. Eventually, the Water Dragons got fed up with their poor treatment, and rebelled against the Earth Dragons in an all-out war. However, the Earth Dragons ended up victorious, and now Water Dragons are basically non-existent. This is a pretty blatant parallel to how European settlers colonized the American continent, and it only gets more painfully blatant from there.</i></p> <p><i>See, the new villain is a Water Dragon from eons ago, and is now planning to exact revenge against the current crop of Earth Dragons. The whole ordeal is presented as if the surviving descendants are just as guilty for what their ancestors did. There's a huge scene about half-way where the Magister is revealed to be an Earth Dragon, and is confronted by the villains, and they make a big deal about how he must "pay" for his "crimes" that happened long ago. To top it off, it's all presented as if the villains actually have a valid point, and even Lilac gets into an argument with the Magister after they rescue him from that predicament.</i></p> <p><i>So basically, the plot of the game could be summarized as the furry equivalent of White Guilt. But if you enjoyed the first game, and don't let that retardation bother you, then it's still a pretty decent game overall. "</i></p> <p><i>"Oh yeah, here's a couple of other things I failed to mention that make Freedom Planet 2 feel like a commentary on current-year politics.</i></p> <p><i>Protagonist is subject to racist remarks:</i></p> <p><i>Direct link: <a href="https://youtube.com/watch?v=Rc7yV5jJHm8&amp;t=412">https://youtube.com/watch?v=Rc7yV5jJHm8&amp;t=412</a></i></p> <p><i>Also, there's these messages by an Earth Dragon who previously saw Water Dragons as "primitive savages," and how Earth Dragons brought them the gift</i></p>	Heavy

		<p><i>of technology and medicine. Then, after being held hostage by them, she learned to love them as people, and winds up falling in lesbians with the game's primary villain, Merga.</i></p> <p><i>Direct link: <a href="https://youtube.com/watch?v=Rc7yV5jJHm8&amp;t=5621">https://youtube.com/watch?v=Rc7yV5jJHm8&amp;t=5621</a></i>  <i>Direct link: <a href="https://youtube.com/watch?v=Rc7yV5jJHm8&amp;t=7940">https://youtube.com/watch?v=Rc7yV5jJHm8&amp;t=7940</a></i></p> <p><i>So yeah, the game undoubtedly features colonization and racism as its central theme, with a small dose of LGBT in there for good measure, made by a tranny who lives in New York. It specifically tries to parallel its narrative towards how the United States rose as a nation, down to the fact that the Earth Dragons even hold an anniversary of when they came to Avalice, which is not unlike how Americans celebrate Independence Day. The protagonists eventually learn by reading books written by Water Dragons, as opposed to those written by Earth Dragons, that Merga is "justified" in her anger. Anger which she then uses to justify using a planet-destroying doomsday device against people who had nothing to do with the events she's angry about.</i></p> <p><i>...I'm sorry, am I meant to feel sorry for the villain?"</i></p>	
Dimps Corporation	FREEDOM WARS Remastered	Unlike the original, the character customization replaces Male/Female with Type A/Type B.	Mild
Anshar Studios	Gamedec - Definitive Edition	<p><i>"I went into this not expecting much and it did not disappoint. I'm gonna say Medium. I can't say Heavy as I gave up only half-way in, but from what I've seen, strong Medium is probably the right place for it.</i></p> <p><i>I suspected the name was going to be Game Detective, and yes, it is as cringe as you'd think. You're a Bladerunner style PI, but instead of hunting down robots in a cool dystopian future, you're going into porn chatrooms and Farmville to solve mysteries.</i></p> <p><i>First off, character creation. Notice how the picture I gave, the 'iconic' character is a white, old man? Get used to it, because that's your only white choice. Out of roughly 20 characters, other than him, they're all some flavour of ethnically ambiguous, with a quarter being strong girlboss black gals.</i></p> <p><i>I think there's about eight cases, but I gave up at three, because between the poor translation and weird humour, it's hard to really get grounded. Imagine if every other line of Bladerunner was an original Star Trek episode. "We need to finagle the mainline SystemDos to backfeel this into the upper kernal, which will make his synthform waveline capitulate!"</i></p> <p><i>Your first case, I kid you not, a good 60 to 70% of every NPC is gay. You're supposed to find out why a ridiculous, over the top white CEO type swears at</i></p>	Medium

		<p><i>you and demands everything to save his boy. The girl stuck with them? Oh, she's a lesbian whore who's dating the secretary. One of the characters? A gay man who literally ends every conversation with [You can feel his eyes leering at your butt as you leave]. If you dig into it, just thinking back on it, it's got a really creepy vibe, too. He's not actually a person. He's a young boy who's physical body died and got uploaded to be some sort of synthetic personality copy? But it's fine! He wears a skin which makes him look like a 60 year old man, because that's how long he's been in there, so really, he's 60 years old, when you think about it.</i></p> <p><i>Of course, the resolution is that the villains? White men. That filthy CEO had been covering up for his frat boy son who has been molesting several women who worked for the company, including the secretary, which is why our lesbian gal tried to trap him in there. While there's no straight morality mechanic, it really felt implied to me that the 'good' end was to leave him with the Jester - where he'd be stuck in cyberspace till his brain was fried and he became a vegetable. Completely appropriate response to some women getting touched up, and being let off with a shit ton of hush money.</i></p> <p><i>The mysteries themselves also just carry on regardless, if you get something wrong, you just change the dialogue somewhat. I began to test it - I'm just going to assume all the white men are the bad guys, all the women and/or minorities are good guys. Guess what? I plug them in as my deductions with the most minimal of evidence. Yep, the bad guy in the Farmville mission is the evil white man sheriff, who loves hanging people and enslaving children in the real world to pick his lootbox crops.</i></p> <p><i>The worst part of this one is in reality. The bad guy was a white... boy? (But the picture is blatantly of a woman), who has been rounding up street kids and putting them to farming lootboxes, because 'really, how is it any different from what you guys do? You get people in to sign their life away doing stuff for money, too.'. I know this is the bad guy saying it, but the few options you have basically -agree- with him that working a 9-5 is just the same as hooking kids on gamercrack and riding them till they die.</i></p> <p><i>So I decided to take the shop over; we'll do this ethnically. Kids can still grind lootboxes and play games to make money, but none of this making them take drugs stuff. Oh, wait, no - I don't have the high level skill which allows me to not be a sociopath. So instantly, my only choices are to either lie to the kids that I'll treat them better; or become a despot - which keep in mind, has never been something my character has done prior. Subtle.</i></p> <p><i>After that, I just tapped the Hell out. Interesting gameplay, and whenever you dig even slightly below the surface, you can't help but feel dirty."</i></p>	
Konami	Ganbare Goemon 3	<p><i>"Alright, I got an example, albeit an fan-based one.</i></p>	<p>None/ Medium</p>



		<p><i>Ganbare Goemon 3 (Original, and original Translation): <b>None</b></i>  <i>It's a game made in 1994 Japan, what else would you fucking think? Has a tranny NPC, but it was presented as a embarrassing thing (newhalf is not good slang) and even the original translation is accurate....but of course, this is the modern internet so the original translator gotten offense to it and left because boo hoo words made me cry, and so....</i></p> <p><i>Ganbare Goemon 3 (Current Translation): <b>Medium?</b></i>  <i>I'm actually unsure about it as literally only the original translation is shown online, but I know it was changed to be more friendly."</i></p>	
Sucker Punch Productions	Ghost of Tsushima	<p><i>"Ghost of Tsushima is Mild. There are two mentions of same gay relationship (which I had to google to find out), overly ugly female character models, and ridiculously competent and strong female bandit and a grandma with nagitana. But the other 99% of game time it's fun Japan exploration open world."</i></p> <p><i>"Isn't it just one mention? I think it's tied to some sidequest where you have to save a peasant's "friend" and then in the last line the peasant lets it slip that they're fag lovers. It's not in your face or anything. Naginata grandma isn't that egregious imo given that the naginata is a weapon associated with women that every woman of the samurai class had to learn to wield."</i></p>	Mild
Coffee Stain Studios	Goat Simulator 3	<p><i>"Goat Simulator 3 (Medium): Gay marriage, rainbow flag next to a picture of a guy suggestively eating a hotdog, rainbow pride saber accessory, percentage of 'dark' NPCs spawned is at least half."</i></p>	Medium
ArenaNet	Guild Wars 2	<p>(@Scream Aim Fire goes into more detail which can't be fit into a reasonable length. It can be seen either here: <a href="https://kiwifarms.st/threads/world-of-warcraft.8930/post-15300589">https://kiwifarms.st/threads/world-of-warcraft.8930/post-15300589</a> or here: <a href="https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/post-19568421">https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/post-19568421</a>)</p> <p><i>"Yeah, GW2 is one of the most pozzed games out there these days; it's not exactly subtle where the dev team's political allegiance lies, and it's honestly ruined a lot of interesting story bits and ideas. Case in point, there was an interview with one of the devs that outright confirmed that they were using real-world politicians - i.e. Trump - to make strawmen characters for them to attack: <a href="https://youtube.com/watch?v=IN2-HFTlaAM">https://youtube.com/watch?v=IN2-HFTlaAM</a> (Credit to @Apex Ralphamale for the video)</i></p> <p><i>Aside from that, though, there's a lot of wokeshit shoved into the game, especially in several of the expansions:</i></p> <p><i>- Retconning the Searing from the first game - basically, the devs decided to retcon the event as a "justified" attack from the Charr, stating that the lands</i></p>	Heavy

humanity had settled on were actually Charr lands, and that it was therefore justified to nuke to "colonizers" into oblivion. And GW2 goes well out of its way to mock people who disliked this retcon; there's quests in-game that have the main antagonists be the descendants of humans that survived the Searing, that are mistrustful of the Charr for the shit they pulled years ago. Naturally, the humans are made out as if they're in the wrong for distrusting the Charr.

- Destiny's Edge - a multicultural faction made up of members from all the different races, mostly women; [@ZMOT](#) had a pretty solid write-up: "

"then allegedly felicia day wanted more money, which made anusnet nuke all of destiny's edge and gave us diversity's edge, consisting of

- an oppressed crippled asura genius apprentice, because a race of hyperintelligent diminutive goblins is suddenly high on physical integrity.

- a pair of lesbian humans bridging the class divide, with one being a working class victorian-era private detective (of course) and the other being a disgraced noble (of course).

- an outcast charr with animu eyes, punished for not going full wehrmacht and following every order (and even her pet is a [special snowflake](#), like fucking literally).

- a mutt nord with mommy issues and the son of THE eir stegalkin who of course hooked up with the only nord with dark skin to ever exist (and of course a legendary hero), because high melanin content in a race that literally translates NORTH makes sense.

the worst part I don't even mind the backgrounds in itself, but holy shit smut looney tunes fanfiction has probably better execution and character development."

"- Roe vs. Wade - there was an entire in-game event dedicated to talking about the whole ordeal, with the devs sperging out on how the repealing of said decision was bad for women.

- Making all men characters into complete idiots and all women into unstoppable badasses that can't do anything wrong. It's particularly prevalent in the Icebrood Saga (which has every male Charr made to look like a complete idiot while the one female is implied to become the Khan Urr) and especially in the End of Dragons (which has a Tech Mogul Empress vs. EVIL NAZI SecDef)

- Icebrood Saga - the antagonists for the expansion, known as the Frost Legion, are a collection of Charr from all walks of life, including outcasts, that

		<p>want to split away from the current conflict concerning the elder dragons and rebuild the Charr nation to its former glory. They ally with an elder dragon, Jormang, and use its ice-based abilities to transform the Charr into an all-white-colored Charr faction with ice abilities. Naturally, the expansion ends with you killing off the entire Frost Legion - minus a few renegades - and imprisoning/possibly executing their leader, all the while the game constantly hammers in the need for diversity. Oh, and the entire Flame Legion pulls a Face turn and now defects to the aforementioned "strong waman" Charr.</p> <p>- End of Dragons - as mentioned above, the primary conflict about EoD is between the Cantha Empress (a clueless woman who's basically hording a shit-ton of valuable tech for herself and continuously neglects her own county's safety) vs. the Secretary of Defense Minister Li (a blatant right-wing caricature who's constantly working to protect Cantha from outsiders). The expansion repeatedly tries to portray the Empress's "open borders" policy in the positive; problem is, it also allowed a number of lunatics - including Scarlet Briar - into the country, which ends up causing a lot of otherwise avoidable chaos. The fact that the Empress continuously blocks Minister Li's attempts at conducting any form of investigation - which almost results in Cantha getting outright nuked by Briar and co. multiple times - also doesn't help. By the end of the expansion, Li is made out to be this "evil Nazi" at the last possible minute and is subsequently stripped of power and imprisoned, while the Empress is made out to be in the right on everything and is praised as this "glorious leader".</p> <p>There's probably a whole bunch of other shit that I'm missing right now, but I think I got most of the more blatant stuff currently."</p> <p>Even early in the game's lifespan, the developers on the forums said they only want to hear positive feedback, removing any threads and comments from people critical of the game and banning them.</p>	
Arc System Works	Guilty Gear Strive	<p>"Guilty Gear Strive (Medium): Changes to the designs of certain characters might be debatable, like in the case of I-No. There were some sexual innuendos from older games missing from my understanding. Testament is probably also debatable, but no idea really. The biggest issue was the whole Bridget debacle. The character is a boy, but now "identifies" as a woman. Developers leant into this heavily."</p>	Medium
Iggymob Co.,Ltd	Gungrave G.O.R.E.	<p>"Quartz (a secondary character) is a bit of a Mary Sue, but she's largely irrelevant to the plot and just feels like she exists as fapbait for one of the devs."</p>	None

Blackbird Interactive	Hardspace: Shipbreaker	<p><i>"Entire game's story is nonsensical pro-union propaganda. Major "good" character is a black lesbian who directs an anti-corporate union. The other characters include a token white man, a Hispanic woman and an Asian guy. Main antagonist is a fat white hick who is a city liberal's idea of a Trump voter."</i></p> <p><i>"I played through it, and @RobotGentleman is right in that the most prominent side character is a black socialist lesbian. However, the leader of your team is an incredibly nice and down-to-earth white Southern good-ol'-boy, and while the rest of your team is SBI-approved diversity, shipbreaking is fundamentally blue-collar work and if you've worked in a blue-collar environment you'll know there's either going to be a lot of white guys or minorities. What I don't understand is how he interpreted Hal as a Trump voter - Hal is supposed to be the exaggeration of every idiotic middle manager you've ever had, as he's someone who started off where you are, got into management by kissing asses, and then turns around and treats the people he's managing like absolute shit because he's afraid of getting canned. His politics never come up besides him being a stooge for upper management to root out unionization.</i></p> <p><i>Yes, he's a fat, ugly white guy, but he could have been any other race or even a woman and his role would not change. Him being an abusive moron is what pushes the crew to unionize, much like in real life. Also, when the crew does finally unionize, they (aside from the aforementioned black socialist dyke) realize that the union is not all sunshine and rainbows. They still work the same ridiculous hours, and while they may no longer be indebted to the company, they now lost part of their meager salaries to union dues.</i></p> <p><i>Also, the sinister, sociopathic owner of the shipbreaking firm you work for is a black woman. Writing a "girlboss kween" as the ruthless head of a megacorporation that practically enslaves its workforce through insane debt isn't terribly woke.</i></p> <p><i>I'd honestly rate the game a Medium at worst, and it's only really because of the aforementioned black socialist dyke and her annoying diatribes in between missions."</i></p>	Medium/ Heavy
MDickie	Hard Time (I, III), Old School, The You Testament, Etc.	<p>Combining games in the list due to redundancy.</p> <p>Characters can offer to enter a relationship with you regardless of gender. In the wrestling games, your boss can even ask you to become homosexual and can straight up force you to accept if you don't have creative control in your contract. One pre-match conversation can be how gay the characters are.</p> <p>In Hard Time, a couple of the randomly generated reasons for getting sent to prison at the start of the game can include transphobia, misgendering, fascism, and fake news. It ultimately doesn't matter much and IIRC the only time it's</p>	None/ Mild

		<p>brought up again is in a "my crimes are milder or worse than yours" conversation with an NPC.</p> <p>In The You Testament, despite the game taking place in the A.D. era when Jesus was alive, one of the randomly generated reasons for an NPC being put on trial can be "using incorrect gender pronouns."</p> <p>One recurring character that can generate is <a href="#">Bathroom Bill</a>, an obviously unflattering portrayal of a transgender.</p> <p>Although these are likely jokes or jabs at social issues, this gets a None/Mild rating.</p>	
Unbroken Studios	Harry Potter: Quidditch Champions	Body type instead of sex and you select your pronouns separately from it, which defaults to they/them. Various pride flags are unlocked from the start, but players arbitrarily have to unlock country flags.	Medium
Square Enix	Harvestella	<a href="#">Has a non-binary option as a customization option, with the producer saying that he considers it “completely normal” to have it in gender selection to be inclusive.</a>	Mild
Serious Sim	Heading Out	<p><i>“The game is set around 1970 - 1980, featuring 4 classic cars to drive. A muscle car, a hotrod, an European supercar, and a certain Japanese sports car. The objective is to drive to specific location around US to race against the "best driver". You must also able to reach the city before the fear reach the destination first or it's a game over. On the way, various events will be encounter, such as police chase, race against other players for money (to pay the fuel and other stuff), drive through high traffics, and "a Glimpse from the road" events that allows you to choose your action from it.</i></p> <p><i>There are 4 acts available, with the first 3 acts ends up you failed to win, and the final act allows you to do the same or just turn back and face the fear to get a good ending.</i></p> <p><i>A driving game that has potential yet contains a lot of forced politics in it and right off the bat at the beginning of early acts. Many examples such as cops being bad, Israel vs Palestine war mentioned via radio, and more despite it's a game about driving.</i></p> <p><i>If you try to access its Community Hub on Steam, this message will appear:</i></p> <p><i>The story of Heading Out addresses racism, mental health (anxiety, depression), inequality, and other social issues. There is no graphic nudity, sex scenes, or violence in the game, but the adult characters sometimes talk about intimacy, relationship violence, and - very rarely - sexual violence. These conversations are not graphic. One of the game's villains uses hate speech against minorities. Most adult characters use vulgar language.</i></p>	Heavy

		<p><i>The game is recommended for mature audiences.</i></p> <p><i>And if I recall, last time I checked the game's credits, a lot of staffs with Polish names were involved."</i></p>	
1917 Studios	Heads will Roll: Reforged	<p><i>"Heads will Roll: Reforged (Yes, it's technically a rerelease, but it's a direct upgrade over the original) by 1917 Studios</i></p> <p><i>"It's basically just a fuller and more expanded upon version of A Legionary's Life by a different dev. There's significantly more visual elements, much more robust character customization and creation, and way more gear. It's also pretty historical (up to a point, but I'll not spoil here). While it's not woke (there's a warrior lady, but her actions are mostly offscreen, and she's not a "girlboss" by any means), the game is a bit coomery. There's 7 women you get interact with, and you can get shots of them nude or in various states of undress if you get your relations with them high enough. It's not too big a deal and the game isn't really about that, but if you're super anti-coomer, you may find that offputting."</i></p>	None
Paradox Development Studio	Hearts of Iron IV	<p><i>"Hearts of Iron IV: None</i>  <a href="#"><i><u>You can play as Nazi Germany</u></i></a>  <i>The community: Heavy</i>  <i>Trannies are fucking obsessed with this game."</i></p>	None
Arrowhead Game Studios	Helldivers 2	<p><i>"So I recently got into Helldivers II (and promptly lost my entire weekend to it), and despite it being developed by Swedes and published by Soyny in the year of our Lord 2024, I'm honestly astonished to report it has practically NO WOKENESS.</i></p> <p><i>Yes, some people doomed about how the opening cinematic features a white man, his black wife, and their mutt son, but the latter two promptly get mauled to death by alien bugs while the father immediately starts propagandizing about joining THE HELLDIVERS in a darkly humorous fashion. Race and sex is never brought up and largely meaningless in the game, since the Helldivers count men and women of all races among their ranks, but the character models all look the same (given how they all wear bulky armor that covers every inch of skin) and the game doesn't hide the fact that you're all cannon fodder anyway.</i></p> <p><i>The game's presentation of Super Earth is undoubtedly satirical, given it's a thinly-veiled fascist, warmongering dictatorship with a seemingly endless supply of brainwashed bodies to throw at its problems, but going along with the over-the-top jingoism of the Helldivers is part of the fun (and this applies to the official forums). If this game were woke, the writing would have</i></p>	None/ Mild



		<p>hammered "FASCISM IS...LE BAD" into your skull and admonished the player for sympathizing with Super Earth, likely forcing you to team up with a group of "rebels" who would teamed up with the Automatons (cause they're communists) or something and overthrown Super Earth's government.</p> <p>Speaking of the official forums, they have a strict no-politics rule (aside from praising Super Earth, of course). This led the unbelievable situation where trannies who complained about the lack of pride flags <u>got banned from THE OFFICIAL DISCORD for breaking the no politics rule</u>. Again, a modern Sony game, made by Swedes, banned troons from its forums who complained about "muh representation". If that's not a testament to its lack of wokeness, I don't know what is."</p> <p>"Character customization has separate options for "Body Type" (Brawny/Lean) and "Voice Pack" instead of Male/Female options. Aside from that, no significant woke elements."</p>	
Sunblink	Hello Kitty Island Adventure	"pleased to say that Hello Kitty Island Adventure has a score of none. based game free of troonism where you make friends with sanrio characters, make baked goods, and can generally customize and have a really lovely island experience."	None
Ars Goetia	Hellslave	"No gender; no sex, no body type. You're a big, hairy man on a mission to kill demons. No forced diversity or politics. The only thing that matters is survival."	None
Frog Vibes	Here Comes Niko!	The story revolves around a child named Niko running away from home <u>because his parents (primarily his mother while his father eventually comes around) doesn't like their child becoming non-binary. It tries to paint her as the bad guy for being worried about what's happening to her son and trying to find him after he runs off.</u>	Heavy
Konstantin Koshutin	Highfleet	"Highfleet (Konstantin Koshutin): None. You play as the heir to the empire leading a fleet to crush a breakaway republic. There's a single named woman, and she isn't some girlboss. If you so desire you can conquer Gerat through nuclear force and enslave prisoners of war. There's no homosexuality, transsexuality, or anything like that at all."	None
Avalanche Software	Hogwarts Legacy	Can choose whether you identify as Witch (Female) or Wizard (Male) regardless of masculine or feminine presets/body types and voice. <u>A minor character you meet in the main story and do a side quest for, Sirona Ryan, explicitly mentions that he's transgender, with an appropriate voice to match.</u> Noticeably more diversity in the game's time period of the 1800s than in the	Medium

		source material's 1990s.	
RUST LTD.	Hot Dogs, Horseshoes & Hand Grenades	<i>"The game itself is good, and there really isn't anything woke about the game that can't easily be avoided (there are pride flags that you can play around with, including ones comprised entirely of multicolored sausages, a blatant dick joke)."</i>	Mild
Frozen District	House Flipper 2	<p><i>"The devs updated their character creation for co-op play. Two sexes with three faces each, and your title can be Mr., Ms. or Mx."</i></p> <p><i>"There does seem to be an abundant amount of <a href="#">diverse people</a> in the fictional port town of Pinnacove.</i></p> <p><i>Concerning the main quest line, there is also an abundance of diversity. Granted, it does seem to be fairly even in amount of minorities to whites, but it's still wildly more ethnically diverse than their <a href="#">first game</a> is."</i></p> <p><i>There is also a job that you do for a <a href="#">Lesbian Couple</a>, that has a portrait of said interracial lesbian couple kissing on the premise. However, the white woman feels like she might be a troon just based on the art alone.</i></p> <p><i>Of course, It wouldn't be a diverse game without a (legitimately) disgusting negress with vitiligo either. You do a <a href="#">job</a> of cleaning up after her driveway concert."</i></p> <p><i>As far as I've seen, there is no one going by "Mx", no they/them pronouns being use for characters, or blatantly obvious troon characters with obnoxious fag flags on them. Just an unfortunate amount of ugly women with manjaws and diverse people. I didn't go looking for any offensive decorations."</i></p>	Mild/ Medium
Supermassive Games	House of Ashes	Two of the five characters (Nick, black) and Rachel (white) are in an interracial relationship. Not woke by itself since the game takes place in the modern day, but since all of the developer's games feature a black character in an interracial relationship, it gets bumped to a low Mild since it might feel forced with that in mind.	None/ Mild
No More Robots	HypnoSpace Outlaw	<i>"HypnoSpace Outlaw by No More Robots. I'd rate it as Mild. The core gameplay loop revolves around browsing webpages in the style of Dot-com Boom-era user-created pages, and acting as a janitor who does it for free. However, there are a few characters implied to be on the LGBT spectrum, as evidenced by their use of "HS Lifestyles" tags."</i>	Mild
Happy Ray Games	Ikenfall	<i>"Ikenfell definitely scores a Heavy but it's a weird one; spoilers if anyone else got it in Humble and thinks about eventually playing it (it's a legit fun game with very good combat/strategy).</i>	Heavy

		<p><i>It's extremely heavy on the diversity/gay representation but for plot reasons every character is required to be some sort of not-normal fuckup (rejects surviving a purge, basically) and a handful of those fuckups don't involve gender at all. The moral is less 'being different is good' and more 'you get dealt a bad hand, tough shit, man up and deal with it' and aside from a couple having a teenage lovers' spat it doesn't come up during the plot beyond character introductions. The only things that stand out as genuinely eyerolling are a specific audiotrack being a Black Power thing and namedropping MLK (who shouldn't exist in that universe) and a lategame gay romance subplot on the level of Undertale's undyne/alphys thing but the resolution involves beating the crap out of a gay man having a histrionic meltdown, so it levels out. "</i></p>	
DevFatigued	I Am A Caterpillar (Unreleased as of writing)	<p><i>"It's supposed to be a "cozy" exploration game where you climb and glide around the forest in your quest to prevent yourself from growing into a butterfly. It became very apparent to me that this is most likely an allegory for trans kids and trying to prevent puberty. Mainly from one of the bugs in the trailer being like "Well metamorphosis and change is just apart of nature, you have to accept it!" If this really is the case, I'm gonna say it'll lean into heavy once it comes out. "</i></p> <p><i>"Huge focus on self identification ("I'll tell you what I am" sentiment) and running away from natural transformation. It's an allegory for puberty being avoidable, <b>especially considering the dev's Twitter account.</b> "</i></p> <p><i>"A quick internet search would tell them that a caterpillar will die if it is somehow prevented from beginning the metamorphosis phase. Metamorphosis is a fascinating process that's about as close to magic as reality can get. Their entire body turns into primordial goo and reformulates into a butterfly. And yet while this is happening the chrysalis can still react to stimuli. The caterpillar stage is just for gathering the nutrients necessary for metamorphosis. Essentially the caterpillar is an eating machine. It can't do much else. When it's time to begin metamorphosis the caterpillar is compelled to find a good hanging spot. Mother Nature is saying "Time to grow up little fella". If something interrupts the process the caterpillar will not live much longer after. "</i></p>	Heavy
Explosive Squat Games	Intravenous	<p><i>"It's a pretty interesting top-down stealth/shooter hybrid. The story revolves around the main character avenging his brother's death after they got ambushed by a bunch of junkies and the police didn't lift a finger to find his brother's killer. There's a few twists and turns, betrayals and conspiracies but the story isn't really that important or overly complex, the focus is on the gameplay. The dev team is just a single Russian-Lithuanian dude. "</i></p>	None
Northway Games	I Was A Teenager Exocolonist	<p>An extensive list of content/trigger warnings in the main menu. The character creator starts with choosing pronouns for your MC and there's every identity topic in the actual game.</p>	Heavy
Hazelight	It Takes Two	<p><i>"It Takes Two (None): This is a recent EA published game about relationships.</i></p>	None

Studios		<i>Surprisingly very wholesome, the only minor potentially lefty take is the stay-at-home dad.</i>	
Onix Games	Janosik 2	<i>"It's ultra based, actually. Starts with a crossdressing joke <a href="#">[1]</a> <a href="#">[2]</a> <a href="#">[3]</a>, characters are Christians, praise God, and Janosik marries Janka in the best ending."</i>	None
Ryu Ga Gotoku Studio	Judgement/ Lost Judgement	<p><i>"Judgment - none, however in hindsight heavily chudpilled Why? The story heavily centers on two things - government corruption and the corruption of the medical industry. At a certain point in the story a rival gang leader tells Yagami to investigate the death of the former vice director of the ADDC, a medical research facility, because he wants to see the ADDC scrapped, buy the land and turn it into an apartment complex for massive \$\$\$ \$. The ADDC was seen as useless for a long time because it didn't see any success in its research, however after a breakthrough in its research of an anti-Alzheimer drug it secured more funding. Yagami discovers that the "breakthrough" is a sham, the drug kills every patient its tried on and all of the human guinea pigs had the drug injected against their will and their murders covered up. The head researcher, Shono, is a dork with a massive God complex. The game came out in 2018 btw.</i></p> <p><i>"Lost Judgment - none This one uses the theme of school bullying as a vehicle to ask whether unjust laws and injustice in general should be corrected slowly and progressively through government reform or quickly and extrajudiciously. Yagami and the main antagonist even have a debate about it and while Yagami wins two supporting characters do remark that neither of them is absolutely correct. You see, the main antagonist arranges for parents of children who were bullied in school to suicide to be able to murder their kids' bullies, Hostel-style. Though of course he waits for them to become adults because showing children being offed would really be crossing the line of edginess."</i></p>	None
Warhorse Studios	Kingdom Come: Deliverance	<i>"No current era bullshit, women valued for qualities beyond hitting things and only historically accurate diversity."</i>	None
Warhorse Studios	Kingdom Come: Deliverance 2	<p>- Henry can <a href="#">potentially have a homosexual romance with Hans</a>, his best friend from the first game, which requires picking all five dialogue options that are marked with a heart symbol throughout the main story, and <a href="#">have gay sex with Black Bartosch</a>. This is in stark contrast to <a href="#">a years-old comment Warhorse Studios made on Youtube that stated Henry was not gay</a>. When people pointed this out, a community manager <a href="#">took credit for writing it and stated that he had no input on the story</a>, which creative director Daniel Vavra later confirmed and said <a href="#">"canon is not told through our forum, but through the actual story of the game."</a> Vavra also responded to a user by saying if he doesn't like it, <a href="#">"don't buy the game."</a> <i>"Hans was also a real person, so making him bisexual seems disrespectful. He's also 15-16 at time the game is taking place, <a href="#">something they emphasize in the codex of the first game as he is underage</a> and thus unable to</i></p>	Medium/ Heavy

		<p><i>inherit any titles.</i>” Vavra would double down on the underage part by saying <u>“<a href="#">imagine that women at the time were married at the age of 12 and had children. Also they needed witnesses during first sex.</a>”</u></p> <p>- <u><a href="#">A black character named Musa of Mali is present</a></u> in the game as a "scholar, traveller, and physician" in Sigismund's camp and as part of his royal court. When it was leaked and people began pointing to Daniel Vavra's <u><a href="#">previous statement about how there was no black people in Bohemia in that time period</a></u>, with the first game <u><a href="#">only having a throwaway conversation</a></u> about black people in Venice at most, Vavra would claim <u><a href="#">in his response</a></u> that the character isn't a case of "forced diversity" to appeal to the "modern audience," that Kuttenberg being besieged by a foreign army is the reason why the area is more diverse, and that his presence makes sense within the time period that the game takes place in, as well as how people react to him.</p> <p><i>“Musa also makes no sense to be included (Being a combination of Mansa Musa from Mali and the Islamic explorer Ibn Battuta), he also talks down to Henry and the local culture whilst also espousing the superiority of his own and makes no attempt to hide his religious affiliation in more devout lands than the more cosmopolitan realms Battuta visited. If he acted as a passive, neutral observer like the real Battuta, he'd be slightly more tolerable than the version we got (The real Battuta didn't insult the foreign cultures he paid visit to directly as far as we know, he reserved any snide remarks to his writings). This character can also not be disagreed with in his observations, cannot be killed, and his survival and defence is mandatory for the main story.</i></p> <p>- The game features an <u><a href="#">anachronistic synagogue and Jewish community for story purposes</a></u> in order to portray a pogrom which wouldn't occur until far beyond the game's actual date. You also must defend the community, participate in its rituals to progress the main quest, and cannot draw your weapon within the synagogue - a restriction not placed on the player in KCD1 in its churches (None of which you can enter in this game <u><a href="#">allegedly due to time constraints</a></u>). Similarly, Henry cannot disagree with the Jews regarding their treatment.”</p>	
Zeekerss	Lethal Company	<p>“No "woke" references. Only issue of note is that the developer is a furry.”</p>	None
Grasshopper Manufacture	LET IT DIE	<p><i>“That being said of a game that can fulfill a good itch of kleptomancy, grinding, slaughter &amp; dying - LET IT DIE, none.</i></p> <p><i>Suda51's F2P wacky Soulslike/arcade hybrid with progressive skill/equipment progression through the Tower of Barbs (1-40) with more open-grinding end-game content.</i></p> <p><i>No LGBTQ+ themes and/or content, has awesome hand picked soundtrack of wide variety made for the game by Akira Yamaoka. Genuinely good art style/setting going behind it. Definitely recommend playing it till its available on Steam (it's sadly an online-only game despite being mostly asymmetrical</i></p>	None



		<i>multiplayer).</i> ”	
NEOWIZ	Lies of P	<i>“Lies of P (NEOWIZ): None. There was the potential for some nonsense considering the protagonist looks like a pretty boy twink but I suppose Koreans didn't have any of it. Had the good graces to make Sophia conventionally attractive.”</i>	None
Don't Nod Entertainment	Life is Strange 2	<p>The entire plot revolves around two Mexicans, Sean and Daniel, on the run to escape to their father's hometown in Mexico after Daniel kills an inexperienced police officer with his supernatural powers when his father accidentally gets shot. When Sean is handcuffed in a gas station, the store owner tells Sean that “[he's] the reason why we need to build that wall.” After a local liberal hipster who was looking at nude men in a public place earlier bails them out, one of the things he tells them is “everything is political.”</p> <p><i>“The bad guys are one-dimensional caricatures of Republicans, militant pot farmers, and a Christian cult. [...] In this one it's like, “Everyone is out to get the poor Mexican children except for the benevolent hippies and liberals.” The boys are constantly reminded that this is a “dangerous time” for “people like them.” The game is based right before the 2016 election and in some of Sean's chat logs his friends are worried that “he” might actually win.”</i></p>	Heavy
AstralShift	Little Goody Two Shoes	<i>“Little Goody Two Shoes, a horror RPG, is Mild. The main character does have three options for lesbian relationships (Rozenmarine, Freya and Lebkuchen) and three out of the ten endings are for them, but the writing is really well-written and does not come off as pandering. The player also has an option to not date either of them at all. The romances happen naturally and are not DEI slop.”</i>	Mild
HEXWORKS	Lords of the Fallen (2023)	<p><del><i>“Lords of the Fallen (2023) (HEXWORKS): Mild. Character creator uses “body type” instead of sex.”</i></del></p> <p>This was changed <a href="#">in the v.1.7.73 patch</a> after the CEO of the developer's publisher, Marek Tyminski of CI Games, <a href="#">ran a poll about it</a> on X (formally known as Twitter) and <a href="#">over 88% of almost 50,000 users voted in support</a> of having male and female instead of body types. Now the character creation lists a character's sex instead of body type.</p>	Mild (Pre-patch)  None (Post-patch)
KIRA LLC	Lunacid	Added pronouns in character creation in the 1.0 update. <a href="#">Developer responded to the backlash by saying he added them out of spite for the Starfield pronoun controversy to piss people off and basically goes "I'm sorry I hurt your feelings."</a>	Medium
Supermassive Games	Man of Medan	Two of the five characters (Alex, black-ish) and Julia (white, blond) are in an interracial relationship. Not woke by itself since the game takes place in the modern day, but since all of the developer's games feature a black character in	None/ Mild



		an interracial relationship, it gets bumped to a low Mild since it might feel forced with that in mind.	
Capcom	Mega Man Battle Network Legacy Collection	<p><i>“Mega Man Battle Network Legacy Collection: None/Medium The actual games themselves are perfectly fine, but the Medium rating comes exclusively from this disclaimer:</i></p> <p><b><i>“Capcom values diversity and inclusivity within its games and its community. Please be aware the games in this collection may contain some cases of insensitive cultural depictions that are presented as originally created to preserve their authenticity.”</i></b></p> <p><i>Speaks itself, really.”</i></p> <p><i>“And it's a lie, because IIRC they still changed some shit because of Ukraine.”</i></p>	Medium
4A Games	Metro 2033	<i>“Imagine STALKER but much more linear tone to it, gets it's shit done, there are commies and Nazis in the game which are both enemies within the game but that's pretty much the only political aspect of the game.”</i>	None
4A Games	Metro: Last Night	<i>“Pretty much the same as 2033, I don't think Anna is really that much of a girlboss, at the end of the day, she just wanted to settle down with Artyom and start a family with him,”</i>	None
Asobo Studio	Microsoft Flight Simulator 2020	<p><i>“They once advertised some pride month stuff last year (<a href="#">link</a>), where you could download some community pride liveries for aircraft in the game. Beyond that they never had done anything, apart from you being able to choose a digital avatar (male or female pilot). I should point out that add-ons are something that only a fraction of the community does (can only do it on PC, unless it's an official add-on or sold in the digital store).</i></p> <p><i>With the next game coming this fall, it's hard to imagine that they will derail from the current state of trying to push (forced imo, given it's a simulator) wokeness into a flight simulator.”</i></p>	Mild
Anna Anthropy	Mighty Jill Off	<p><i>“Game is about a retarded lesbian troon couple into BDSM. The main character's tranny mistress kicks him down the stairs and when you complete the game, it repeats all over again while showing you BDSM fetish artwork. Even the artist for the game was worried it would end up becoming lolicon porn.”</i></p> <p><i>“FYI, this character was also an unlockable in Super Meat Boy.”</i></p> <p><i>“By the way, the character is based on a real woman that the troon was abusing at the time. Crazy shit like refusing to use her name.”</i></p>	Heavy
Mojang Studios	Minecraft	<p><i>“Minecraft: Mild Reason: They added "woke" political messages in the splash text of the main menu. They also removed mentions of Notch as well.</i></p> <p><i>Here is a list of some of the splashes.</i></p>	Medium

		<ul style="list-style-type: none"> <li>•<i>Black lives matter!</i></li> <li>•<i>Be anti-racist!</i></li> <li>•<i>Learn about allyship!</i></li> <li>•<i>Speak OUT against injustice and UP for equality!</i></li> <li>•<i>Amplify and listen to BIPOC voices!</i></li> <li>•<i>Educate your friends on anti-racism!</i></li> <li>•<i>Support the BIPOC community and creators!</i></li> <li>•<i>Stand up for equality in your community!</i></li> <li>•<i>Your gender is valid!</i></li> <li>•<i>Contains infinite genders!</i></li> </ul> <p><i>A block game mainly played by children really needed this, right, Mojang?"</i></p> <p><i>"[...] Also, since the splashes are random, It's not a guarantee that you'll even see it. <b>Since it's 11 splashes out of a possible 446. A 2.47% chance of seeing one of those splashes, but it does add up the more you play.</b>"</i></p>	
Capcom	Monster Hunter Stories (Nintendo Switch)	A/B body type instead of male or female, unlike the 3DS version.	Mild
Capcom	Monster Hunter: Wilds	Transgender and non-binary friendly character creation, male and female voice types separate from appearance.	Mild
Capcom	Monster Hunter: World	<i>"I would like to add Monster Hunter World as none. You can only make a male or female character and they aren't ugly unless you purposefully screw with the settings. The NPCs are no nonsense sticking to the story to help you investigate and slay the big godzilla looking elder dragon. There are also cute cat assistants that help you in your fights. If I'm missing anything feel free to add whatever it is."</i>	None
Studio Supersoft	Moonstone Island	<a href="#">Listed pronouns beneath character names.</a>	Medium
NetherRealm Studios, QLOC, Shiver	Mortal Kombat 11	<p>Two pre-fight intros includes jabs at Donald Trump's presidency. Shao Khan, a brutal tyrant, says to Kollector that they'll Make Outworld Great Again. A more debatable case is when Erron Black, a Texan gunslinger, says "I'm not such a bad hombre" and Jax responds "just stay on your side of the border," <a href="#">a possible reference to Trump's bad hombre quip during his 2016 campaign.</a></p> <p>In Jax's arcade ending, he says he's "not waiting centuries for people to get woke" as one reason why he's using the hourglass to stop the African slave trade, and succeeds after multiple tries with no negative consequences. Ironically, in Jacqui's ending, she gets erased from existence after preventing her father from dying since their parents would have never met and Jacqui wouldn't be born.</p>	Mild

NetherRealm Studios, QLOC	Mortal Kombat 1 (2023)	One intro interaction has Johnny Cage asking if Ermac goes by he/him or they/them pronouns.	Mild/ Medium
TaleWorlds Entertainment	Mount & Blade: Warband	<i>“Mount and Blade: Warband - None-Mild A medieval warlord autism simulator. The only arguments I've seen about the game being woke is that you can play as a foid, but the game punishes you for being a wamen by decreasing your right to rule stat, meaning that nobles will barely acknowledge any conquests you make, awarding rightful player character clay to undeserving nobles, or outright forming giant armies to besiege you if you manage to conquer a territory on your own.”</i>	None/ Mild
Wrong Organ	Mouthwashing	<i>“A horror game that focuses on the crew of a spaceship that has suffered a severe crash and faces eventual death if they cannot figure something out. Mouthwashing jumps between the past, present, and surreal scenes that reflect the mental state of characters in order to reveal piece by piece how it got to the point where the ship's captain is severely burned and missing limbs, yet still alive in bandaged agony. The game explores the themes of responsibility vs control. While there are other ethnicities in the crew, it is never a point of the plot. All characters are either male or female, and gender is never brought up as an issue. The game is set in a dystopia, where manned cargo ships are few, and the company they work for is generally shitty, but there are no politics being shilled or pushed.</i>  <i>The game expects the player to be intelligent when connecting the dots of the relationships between the characters and the sequence of events, and uses the ambience, music, and enviroment for instilling dread. Instead of jumpscares or shock gore, the game uses clever angles or a black screen with good sound design to convey the gruesome acts that occur. My only gripe is that there is a short mascot-horror section that doesn't really mesh with the rest of the game.</i>  <i>Mouthwashing pulls no punches on how bleak the situations and consequences for character's actions are, and doesn't attempt to lighten, joke about, excuse, or condemn any of it- it's just a story to experience.</i>  <i>It's a treat to look at in the age of modern slop of character and environmental design. There's about much interactive gameplay as you'd expect from what is a visual novel, but the mechanics are smooth and you never get put in a walking sim situation. The things that you do have to do as a player are enough to immerse in the story without stringing it out.</i>  <i>There's also an incredible monolouge near the end.”</i>	None
Polygon Treehouse	Mythwrecked: Ambrosia Island (Unreleased as of writing)	Raceswapping Greek gods and multiple POC character designs that look like they belong on Tumblr.	Medium (Pre-release)

LWMedia	Nightmare Kart	<i>"An indie game that was a mario kart clone based on Bloodbourne. After winning a real game award, the dev flipped out and added a trans flag to the boot screen."</i>	Medium
Team Ninja	Nioh 1 and 2	<i>"Nioh 1 and 2: None. I swear I remember Nioh 2 being one of the first games with "Body type" but I remembered wrong. Nioh 1 doesn't have chargen. The non-Japanese characters are all actual historical figures that make sense in the setting, which are William Adams and Yasuke aka Oda's Nobunigga. Ok actually Edward Kelley doesn't make sense but he's in there because he's a goth boi who stole William Adams' spirit waifu so William travelled half the world to get her back. Also they turned Minamoto-no-Raikou into a woman but he's the second most popular samurai in history who gets genderbent in media, behind Uesugi Kenshin, not to mention that the games aren't historically accurate anyway."</i>	None
Nolla Games	Noita	<i>"You play as a witch (noita in finnish), I ranked it None since it isn't in your face if you aren't finnish and you play as a silent protag and that is about it. There is literally nothing else that I can think of beyond this and the protag design doesn't scream girl power either, it is very neutral."</i>	None
NotGames	Not For Broadcast	<i>"Not for Broadcast has a gender neutral named protagonist and some gay couples, but it also portrays some of those gays as really fruity. The story has jokes that are kind of pro-lockdown and what not, but on the whole the story has beats that seem to be subtly anti-Globohomo, like the villains being radical socialists corrupting a democracy, the villains promoting antinatalist propaganda through a troupe of gay performers, Not-Alex Jones being right, Not-Kanye being right, and the villains murdering old people through Canadian style medical euthanasia."</i>	None/ Mild
Jagex	Old School Runescape	<p>After the game was rebooted back in 2007 due to bad updates, the developers ran every update by the community via polls. <i>"Every single change, pre-announced, discussed, polled, then implemented only with a huge majority."</i></p> <p>However, there were exceptions to this known as 'integrity changes,' for when the developers don't poll the community for an update since they anticipate that it won't pass (i.e. voting no to balancing a broken piece of armor). Among these integrity changes are LGBT-themed updates and retcons, of <a href="#">which there are around a dozen of them</a> despite the majority of players not wanting them. The August 2024 update changed the character customization to replace Male and Female with 'body types' and add preferred pronouns.</p>	Heavy
OMOCAT, LLC	OMORI	<i>"OMORI: Mild to Medium Despite this incredibly faggy and mentally challenged fanbase, OMORI is surprisingly pretty "non-woke" for its setting. There's no gay shit, no black people for "diversity" reasons, the main character and his sister actually have romantic feelings for opposite sexes with their friends. The game's setting is surprisingly standard and fantastical in its narrative and characters, even in the IRL parts there's nothing woke about it. The most damning thing about this</i>	Mild/ Medium

		<i>is that it's another "muh mental halth" game all about "muh depresshun" with a twist that completely botches the message and main character. I'm putting this between Mild to Medium because YMMV on whether you consider this to be higher or lower based on "mental" lessons alone."</i>	
Klei Entertainment	Oxygen Not Included	Around a dozen or so Duplicants have "Gender: X" in their bio, compared to others having "Gender: M" or "Gender: F"	Medium
Future Cat LLC	OneShot	<i>"I would argue the game has no wokeshit at all. The main character Niko is never referred to with any gender in the game as his gender is meant to be up to the player's interpretation. However, in the Glen area, the ram shepherd is based off one of the programmers, "Eliza" (actually Matthew) Velasquez. He is a troon who made a video of him cremating his ballsacks and turning them into earrings. This is not a joke. However, the person who actually designed the game, art, music, etc, Nightmargin, is an actual woman. The shepherd character being a self insert of Matthew, as far as I know, isn't mentioned in the game itself so that's why I'd say the None rating is debatable."</i>	None
Ironwood Studios	Pacific Drive	26 LGBT stickers, including BLM, for customizing your car for representation. The game is set in the 1990s, making all of them except for the classic pride rainbow a case of anachronism. <u>Developers stated that they put them in because representation is important and won't consider changing or removing them.</u>  <i>"There is also a gay relationship between 2 of the male voices in the game but it's not obvious until you reach about the end of the game where the two male characters say "I love you" to each other when one of them is about to sacrifice himself to an instability storm while keeping things powered on. Before that event, the characters act like a scientist and an assistant with no undertones or whatever but maybe I am just not good at sussing out the gay undertones or something."</i>	Mild
Singularity 6	Palia	<i>"Palia (Singularity 6) - Mild to Medium. Body types A and B in character creation. Can't recall if there were pronouns. Both body types have access to the same clothes, hair styles and facial hair. Several references to lesbian relationships in the game lore."</i>	Mild/ Medium
Pocket Pair	Palworld	Body Types replacing Male and Female. Developer said on Discord that it's because "Americans sometimes want to make very ugly characters."	Mild
Flashback Games	Panzer Corps 2	<i>"It's a WW2 strategy game where you play as the Nazis. The game is a sequel to Panzer Corps 1, which itself is a hex-for-hex clone of 1995's Panzer General. I rated it as "Mild" because there are no swastikas, and Hitler is referred to as High Command. This is likely so they can legally sell it in Germany, where turn-based strategy games are popular. Characters in the cutscenes say "To victory!" and "For Germany!" instead of "Heil Hitler!" The storyline tends to hit beats consistent with the "clean Wehrmacht" myth. There's zero attention on Jews or the Holocaust."</i>	Mild



Intelligent Systems	Paper Mario: The Thousand-Year Door	<p>Original: A major party member named Vivian was identified in the original Japanese version as an Otokonoko, or a male crossdresser. The English localization removed any reference to this, treating Vivian as a non-trans woman, and there's censorship in some areas like a blood and chalk outline being removed.</p> <p>Remake: New dialogue was added that explicitly refers to Vivian as transgender. The game adds even more censorship on top of it, which was allegedly brought over to the Japanese version. To list:</p> <ul style="list-style-type: none"> <li>• The goombas no longer catcall Goombella</li> <li>• Goombella no longer calls Mrs. Mowz a floozy</li> <li>• Changed Jerry being traumatized by seeing Luigi in a dress to him being scared of him tripping in said dress</li> <li>• Changed Mario's salute action to a thumbs up because it was interpreted as a Nazi salute in some regions</li> <li>• Changed any dialogue relating to "fat shaming" (even from Bowser) and removed any "ableist" words like airhead, crazy, or lunatic, etc</li> </ul>	<p>None/ Mild (Original English Version)</p> <p>Heavy (Remake)</p>
Owlcat Games	Pathfinder: Wrath of the Righteous	<i>"Pathfinder: Wrath of the Righteous has some mild wakeshit in it. One of the NPCs turns out to be a MtF tranny, there's a handful of gay and lesbian characters/party members but it never really hits you over the head with it."</i>	Mild
OVERKILL Software	Payday: The Heist	<i>"Game about robbing banks, that's pretty much it, straight to the point but less content/replayability than the second game."</i>	None
OVERKILL Software	Payday 2	<p><i>"Boonie and Sydney might raise some alarm to some people, but thankfully you can just go play as someone else."</i></p> <p><i>Community - Medium</i>  <i>Some mods are <u>very political and SJW-sih</u> while some other were just...<u>questionable</u> at the very least."</i></p>	None/ Mild
Atlus	Persona 3 Reload	<p><i>"Add Persona 3 Reload.</i>  <i>It has:</i></p> <ol style="list-style-type: none"> <li><i>1.Trigger warnings</i></li> <li><i>2.Rainbow pins</i></li> <li><i>3.Censorship like the tranny scene was replaced</i></li> <li><i>4.The "Updated for modern audiences" bullshit</i></li> </ol> <p><i>I always loved FES and I hate how they butchered this fucker, it'll always be the definitive version of the game TBFH."</i></p>	Mild/ Medium
Tour De Pizza	Pizza Tower	<p><i>"Pizza Tower (developed and published by Tour De Pizza): None</i></p> <p><i>Pizza Tower is a 2D platformer inspired by the Wario Land series and the cartoons of the 90s in which you play as a fat and balding Italian chef who has to climb a tower and defeat its owner to save his failing pizzeria. There are 5</i></p>	None

		<p><i>floors with 4 levels (besides the 5th floor which has 3) and a boss stage on each of them. The goal of every level (besides WAR) is to destroy the pillar and then come back to the entrance in a limited amount of time with an altered route. While doing this the player can gain extra score by collecting Toppins (they also give 10\$ each and it's important because money unlocks boss stages which are necessary in order to progress to the next floor), entering secret bonus stages (3 per level) collecting the janitor and unlocking the door to the secret treasure (1 per level) and keeping the combo by defeating enemies.</i></p> <p><i>There is no dialogue in this game, only NPCs that tell jokes or "lore". Some enemy designs made terminally online retards seethe because they were "harmful stereotpyes" (please read the first sentence of the first paragraph again)</i></p> <p><i>Some claimed this is an anti semitic stereotype, even though it's based of Ebenezer Scrooge</i></p> <p><i>The developer (McPig) didn't bow to those claims. He was also a channer who would talk about his game on /agdg/ and he made some edgy jokes in his discord (that he closed after the official games release, which was a very wise decision considering the somewhat loud minority of weirdos that latch onto this game)</i></p> <p><i>He did somewhat apologize but mostly because he didn't find it funny</i></p> <p><i>There was also a schizo from the Sharty who used to spam /v/ threads saying that McPig was allegedly supporting Keffals during #DropKiwiFarms but this is literally a lie and no proof has ever surfaced. It has been theorized that xe did this because xer pizzasona (one of many characters that could appear at the end of bonus stages, a patreon incentive) wasn't added due to him being a huge sperg in the discord.</i></p> <p><i>But besides the weirder people in the community there is nothing woke about this game and it's an amazing experience which i wholeheartedly recommend."</i></p>	
Ndemic Creations	Plague Inc: Evolved	<p><i>"Official custom scenarios where the player has to combat "fake news" and "science denial", <b>with the developers partnering with fact checkers like Politifact and the Full Fact charity.</b>"</i></p>	Mild
Frontier Developments	Planet Coaster 2	<p><i>Pride flag stickers.</i></p> <p><i>"Other than that, there's really just "Body Types" for your avatar, and those don't even matter that much because avatars aren't really used for much anything. I'd say it's pretty mild, so far, aside from launching \$20 DLC packs right along side the game instead of integrating them into the base."</i></p>	Mild
Game Freak	Pocket Card Jockey	<p><i>"Pocket Card Jockey for the Switch, replaced boy/girl from 3DS version, with color of jockeys clothes (blue/pink)"</i></p>	Mild

AstralShift, VisuStella	Pocket Mirror	<i>"If Little Goody Two Shoes is worth a Mild or Medium (depending on your tolerances for fluffy yuri romance), then Pocket Mirror is worth a Mild at most. You play as Elise's daughter as she tries to escape a nightmarish dream world, with only the titular Pocket Mirror gifted to her by Elise for protection. Your gay mom is basically relegated to flashback dialogue and diary logs, so it leaves more room for the game to focus on horror elements."</i>	Mild
Niantic, Inc.	Pokemon GO	"Styles" for Male and Female. An update in April 2024 got rid of that and changed it to a "change your look" system. Character designs were changed to be more androgynous instead of masculine or feminine, <u>which had the consequence of making them ugly</u> much to the dismay of many players.	Medium
Game Freak	Pokemon Scarlet and Violet	<p><i>"I'm chucking Pokemon Scarlet and Violet as Medium/Heavy. It's out there:</i></p> <ul style="list-style-type: none"> <li><i>•The usual choose your body type instead of male and female</i></li> <li><i>•All the characters look terrible, gay, and genderless. The Japanese audience hated the character design in Scarlet and Violet. Larry was the only likable character because he was a meme character who hated his life and tranny boss Geeta.</i></li> <li><i>•It's shoved in your face that you're in a diverse, Spanish/Mexican location with the Spanglish dialogue from NPCs and your rival Nemona, who is ironically a Spanglish stereotype from an old 80s and 90s cartoon.</i></li> <li><i>•One gym leader is a Black stereotype that's a rapper, and she forces you to duel against a character based on breadtube faggot MoistKr1t1cal</i></li> <li><i>•Moist Kr1t1cal reference(s)</i></li> <li><i>•Most of your "friends" are assholes. Nemona is a selfish bitch who can't stop harassing you with her stereotypical Spanglish dialogue and thirst for Pokemon battles. She is never fleshed out, and when she tried to open up to you in the endgame you can't care because it's too late. Your other "friend" Penny, despite being an evil and selfish bitch who tried to throw you and her friends under the bus after telling them how to exploit Pokemon to terrorize Paldea, is not only seen as stunning and brave, but she's also rewarded for fucking with the school's computer system in the end of the game. Your final friend Arven, a guy who wants to find out what happened to his parents while helping his sick and dying doggo, not only gets treated liked shit, but he also has every bad thing happen to him (he finds out his parents died while researching ancient Pokemon, and Penny has the fucking nerve to make fun of him while whining about her dad). Poor kid doesn't get a break, and to make it worse he's the retard of the school that doesn't get a reward for exploring with you and stopping ancient Pokemon. That's right: Penny is rewarded by the gay principal for being an evil</i></li> </ul>	Medium/ Heavy

		<i>bitch, while Arven is punished/scolded by the gay principal. They spent more time on the diversity shit than really making the game playable because raids were near impossible to do, and the online/trading features were pure ass. Oh yea, in the localization thread I think someone mentioned TPC gave money to BLM charities."</i>	
Aesir Interactive	Police Simulator: Patrol Officers	Has a diversity and anti-discrimination disclaimer every time you start the game. Apart from that, I didn't see anything.	Mild
Tensori	POOLS	<i>"Walking simulator where you explore a hell of swimming pools. That's it."</i>	None
Arkane Studios	Prey (2017)	<i>"Prey (2017, Arkane): I'd say Mild I need to replay it and see if there was more wokeness, but what I remember:  - If you choose the female as protagonist, she's a lesbian, but you can be cruel to the ex girlfriend and let her die. - There's an incredibly annoying lesbian couple that left some incredibly annoying recorded conversations, but as you progress, one turns out to have been murdered and the other one probably dies from being outside the space station for too long and running out of oxygen - Some designs have a little tumblr-styled inclusivity. For example, Sarah Elazar is a black jewess, and Dayo Igwe is an african man with vitiligo."</i>	Mild
The Indie Stone	Project Zomboid	<i>"Project Zomboid - None A zombie apocalypse simulator set in Kentucky in the 90s. It's very autistic in its details, so there is no anachronistic tranny or race shit."</i>	None
Cain Maddox	PROXIMATE	<i>"Possible woke elements: Story heavily follows a lesbian couple that involves an unlikable (depending on who you ask) bipolar trans woman, besides that it's a solid horror game that does a decent job selling you on a sound-based movement system. Iron Lung is better though."</i>	Medium/ Heavy
Fading Club	Psychopomp	<i>"Did you know there are catacombs under every government building? Psychopomp is a psychological horror adventure game, in which you are a hammer-wielding paranoid exploring a world of twisting tunnels and grotesque filth which had been hidden from you for your whole life. Despite it being a low-poly pixelslop indie game, I was pleasantly surprised to find there is nothing woke about it. The only thing that could be argued as woke is the main character being a girl, but the game has nothing resembling genderspergery nor "the body horror of gender dysphoria." It's the video game equivalent of an /x/ schizopost, and it's refreshingly non-pozzed."</i>	None
Nightdive Studios	Quake II (2023 Remaster)	Developers snuck in a pride flag <i>"in the new Call of the Machine addon mission, stage Laser Eyes. There is also a trophy you are forced to get if you want the platinum."</i>	Mild
Ubisoft	Rainbow Six Siege	<i>"Rainbow Six Siege is heavy. There's at least two tranny characters (MTF troon Osa and FTM pooner Tubarao), the game is inherently about diversity, a</i>	Medium/ Heavy

		<i>bunch of characters were designed to be homos like Flores, while others like Pulse (heh) and Caveira were turned gay. The two troons make no effort to pass and I knew on reveal the FTM was a troon. Also the community is extremely faggy."</i>	
VOID Interactive	Ready or Not	<p><i>"Practically no woke elements in the entire game. You are a police officer running a SWAT squad to deal with suspects, all of whom (with very few exceptions) are never portrayed as sympathetic or misguided in the slightest (to give you an idea, you'll be fighting against active shooters, meth cooks, cartel members, human trafficking and CP operations, a feminist cult, eco terrorists, and various other crimes). While you can hire non-white officers, its mostly background details for them. No ACAB or anti-police sentiments in the game, plus VOID snuck in various references to memes that many game journalists would decry as hate speech."</i> However, they did remove a <a href="#"><u>placeholder "Red Pill" Matrix reference and "noggin joggers" referring to complex puzzles in response to Kotaku hitpieces on them</u></a>, saying they didn't know they were "hateful connotations."</p> <p><i>"Still big ups to the first level where it's literally a typical day in Cali-shithole LA that other crime games are afraid to depict.</i></p> <p><i>A bunch of ""scholars"" (game calls them 'students' in the suspect bio, lol) shoot up a gas station killing an innocent White homeless man and also killed the Pajeet (talk about Black-on-Asian violence) manager and they're just shown to be flat out evil like they should be. Also just regular ol' muslim terrorists as actual enemies rather than how CoD does "they're totally non-ideological!". Or shooting a rich Jew pedo and his bodyguards."</i></p> <p><i>"Also, RoN is already pretty over-the-top - the second mission is a SWATTING incident with a furry streamer that results in the police getting into a gunfight with an entire group of armed assailants and uncovering both an illegal crypto farm and a child porn ring. This type of stuff isn't surprising."</i></p>	None/ Mild
Capcom (Original, Remake)  Armature Studio (VR)	Resident Evil 4	<p><a href="#"><u>The VR port is heavily censored at Oculus/Facebook's request and with the approval of Capcom</u></a> to "update the game for modern audiences." Several flirty and suggestive lines, such as Luis' flirting with Ashley in the cabin, Leon's assertion that "there's no sex discrimination around here," and Leon trying to get Hunnigan on a date in the end were cut. This negatively affects a couple scenes.</p> <p>For example, Ashley snaps at Luis for making a rude comment in the original, whereas in the VR port she randomly snaps at him for no reason at all, making her look like a total jackass.</p> <p><i>"Speaking of which. Resident Evil 4 (None) Resident Evil 4 VR (medium) and Resident Evil 4 Remake (mild/medium).</i></p> <p><i>The original RE4 was 20 years ago. RE4 VR cut any scenes with sarcasm or</i></p>	None (OG)  Medium (VR)  Mild/ Medium (RE)



		<i>flirting including the entire post credits scene, and made your hands disappear if you move them close to Ashley. Resident Evil 4 Remake cut a lot of content, made characters ugly, and recast a popular character with a diversity hire that can't act."</i>	
Ludeon Studios	Rimworld	<i>"I'm throwing Rimworld in as a "Mild with vanilla content, YMMV with mods" scenario. The only red flags are gay/bisexual/asexual colonist traits (which in my opinion is just splitting hairs, but let's agree to disagree) and a trans colonist with a specific name and backstory combo that is easy to miss unless you read the backstories (backer-created, natch)."</i>	Mild
Team Ninja	Rise of the Ronin	<i>"Rise of the Ronin I can't in good conscience rate because I haven't played it yet, however it's at least Mild due to "Body type" bullshit in chargen."</i>	Mild
Stegosoft Games	Rise of the Third Power	<i>"One of your companions is homosexual, you don't find this out until you meet his husband much later. You get a mandatory scene in his house where the two kiss, plus you can talk to their adopted kids."</i>	Mild/ Medium
Hopoo Games	Risk of Rain 1 / 2 / Returns	<i>"No LGBT+ references, preset characters with hidden appearances."</i>	None
Telltale Games (Original), Skunkape Games (Remaster)	Sam & Max Save the World (2020 Remaster)	<i>"The Sam and Max Season One Remastered edition edited a few jokes to sand off the edges. Most of these may be irrelevant to the thread, except for the joke where bosco dresses up in drag.</i>  <i>The entire conversation where bosco basically acts like Tyler perry's Madea was removed from the game. Bosco himself was also oddly recast, though whether that's because they couldn't get the original actor back to redub the censored lines or another reason is unknown."</i>	Mild
ColePowered Games	Shadows of Doubt	<i>"Shadows of Doubt by ColePowered Games: Mild</i> <i>It is a randomly generated detective sim that is pretty fun, but the dev added a non-binary option, which is annoying because a witness respecting a killer's pronouns with "they/them" is the least helpful thing when trying to narrow down suspects.</i>  <i>Also, there is a large amount of gay couples from my experience, but that could just be me. IDK if the game has a set ratio or it is pure random for that stuff."</i>  <i>"I would actually suggest bringing the woke factor for Shadows of Doubt up to a Medium. After playing the game that is so dependant on dialogue and never hearing "He" or "She".</i> <i>This isn't really something you have to go out of your way to find, nor is it very significant at first. But after a full playthrough it really starts to wear on you."</i>	Mild/ Medium
PUNKCAKE Delicieux	Shotgun King: The Final Checkmate	<i>"One of the White Cards (Game is a roguelike, for the first 10 floors you get a black and a white card) is called "Drag Queen" and replaces a Bishop with a Queen in backup 10 turns after the floor begins. This card was previously (and still is in the free demo) called Genderqueer and had the Queen appear</i>	Mild

		<i>immediately.”</i>	
Yacht Club Games	Shovel Knight: Treasure Trove	Unlike previous editions, this version introduced an optional “Body Swap Mode” that effectively lets you select pronouns for characters, with a later update giving you the option for gender-neutral pronouns.	Mild/ Medium
Rose Engine	Signalis	<p><i>“Signalis (Rose Engine): Medium/Heavy: The only couples are lesbian ones, and the central plot of the game is fulfilling the final request as the PC's lesbian lover, and the game starts with a trigger warning. Despite all that, I don't know if it quite qualifies for Heavy, as it doesn't really beat you over the head with it or mention homophobia at all, your lover's final request is to kill her, every single character in the game is white, and the game portrays communism in a purely negative light. The fanbase is oozing with trannies though, so I'll let OP decide which category it falls under.”</i></p> <p><i>“While this is an external piece of (now deleted) media, it comes from 1 of the 2 devs and I think it can affect how you view the game. (The dev later clarified that this mainly about the mindset they had when making the world and lore)</i></p> <p><b><i>Creating the world for SIGNALIS, we deliberately avoided some themes to make the world more interesting to us.</i></b></p> <p><b><i>Some things that do not exist in the world of SIGNALIS: alcohol, tobacco/smoking, coffee, racism, sexism, homophobia. Animals other than insects only exist on Vineta.</i></b></p> <p><i>Spoilers ahead but the Devs also added a secret 4th ending to the game that involves the Main Character and her lover being able to stay together and have a happy ending. There's also the fact that a part of the worlds universe "Bio Resonance" is used in regards to Lover as a allegory for homosexuality.”</i></p>	Medium
Lab Zero initially, now developed by Reverge	Skullgirls	<p><i>“The current developers of the game (same people as before under a different studio without Alex Ahad or Mike Z) recently imposed several censorship revisions on the animation frames, parts of the story art, the concept art, and went so far as to remove certain pieces of content that were originally put into the game as fundraiser rewards. Lots of people were really upset with these changes, and the developers justified it as "making the game less controversial and more inclusive.””</i></p> <p><i>Lead programmer/Engine desinger Mike Zaimont getting cancelled for talking about BDSM undertones with a woman who reached out to him about it on Twitter and decided he was making her uncomfortable. Currently involved in a lawsuit, claiming there was a conspiracy to out him from Lab Zero games and management tried to manipulate his actions knowing he has autism.</i></p> <p><i>He also made a George Floyd reference while commentating on a live tournament, shortly after the incident occurred.</i></p> <p><i>Most recent shitshow (8 months ago) was Reverge(the reformed dev team after Lab Zero shut down) censoring their own art. This includes:</i></p> <ul style="list-style-type: none"> <li><i>•Removing scenes such as a black guy being beaten by cops because it</i></li> </ul>	Medium/ Heavy

		<p><i>reminds retards of Saint George Floyd</i></p> <ul style="list-style-type: none"> <li>• Removing arm bands from an army of background characters because it reminds retards of fascism and nazis (That was the point)</li> <li>• Patching the official artbook to edit skirt lengths and cleavages despite one of the main themes is to make sexualised characters. (Art of the game was made by a hentai animator Zone). This is a Kickstarter milestone reward people paid for.</li> <li>• Removing the russian voice pack that people paid for. This was Mike Zaimonts caricature of a russian accent and mannerisms.</li> </ul> <p><a href="https://www.youtube.com/watch?v=wL18fryeqUg">https://www.youtube.com/watch?v=wL18fryeqUg</a>  <a href="https://www.youtube.com/watch?v=s5PJL8VMxDo">https://www.youtube.com/watch?v=s5PJL8VMxDo</a></p> <p><i>Devs down play it as "cleaning house". People were pissed that paid content was being censored. Oddly, a noticeable pro censorship sentiment emerged on the Skullgirls subreddit. They didn't have an actual argument on the matter. They just called anyone who complained a pedophile/you're not a real SG player/you're opinion isn't valid because you didn't play enough of the game.</i></p>	
Black Tabby Games	Slay the Princess	<p><i>"Through some black fucking magic, this is somehow a None.</i></p> <p><i>Don't get me wrong, the devs are woke, based on their other big project and the whole "pet parent" vibe pretty much everyone involved in this gives off, but I really struggled to find anything woke in this one. The closest I can think of is a disparaging remark about monarchies, but that's not only not entirely wrong, it's coming from a character you aren't meant to trust in any capacity. There's a somewhat faggy content warning at the start too, but the actual text of it isn't ingame.</i></p> <p><i>I can't say more without spoiling the whole game, but I held off on this based on the store page's "quirky" writing style and the general vibe of the promo material, and that was a mistake on my part, because I really enjoyed this. Appearances can indeed be deceiving."</i></p>	None
United Front Games	Sleeping Dogs	<p><i>"It's a great game. It has ultraviolence and tacked on romance side quests. The game itself is far from woke. Some background characters might even qualify as racist stereotypes. Pork bun"</i></p>	None
Darya Noghani	Small Saga	<p><i>"* Filled with LGBT characters:</i></p> <ul style="list-style-type: none"> <li>• <i>A major antagonist, Aquila, is non-binary with they/them pronouns and says that gender is arbitrary and a distraction. He later mentions humanity being "bigots who spit upon those they deem queer or degenerate" as part of the reason why he plans on nuking them.</i></li> <li>• <i>Siobhan, your first party member after the prologue, is non-binary as</i></li> </ul>	Heavy

well. She's uncomfortable being called a "young lady" at the beginning of the game, Verm says to Leo that she's "not a lady," uses they/them pronouns after a time skip (while under Aquila's wing, mind you), and eventually tells Nemain in her side quest that she's not a girl anymore.

- The fight with Nemain being partially motivated because of his beliefs on sticking to gender roles and tells Siobhan afterwards that her father would've been proud of her regardless of gender or lack thereof.
- Bruce is gay and has a boyfriend, Anton, who constantly refers to the former as "lapa," meaning either paw or darling.
- Gwen is bisexual, which got her locked up in Sky Garden since she tried to flirt with Lamia, a female stoat.
- Bree, a male rodent, mentions at the end of the game that he plans on proposing to Stilton, another male rodent.
- Verm says that he never gave romance much thought and doesn't think he'll ever like anyone that way. He is stated by the developer to be asexual.

\* AGAB graffiti in Murida, obviously being the equivalent of "All Cops Are Bastards" or ACAB.

\* The tonal whiplash after you get to Sky Garden, something that even positive reviewers on Steam noted. The game is so blatant and heavy-handed with the place under Clan Grey's rule being an allegory for "America under Donald Trump's presidency is a Nazi regime" that it stopped just short giving its ruler, Josh, a blonde wig and orange tan:

- Clan Grey's historical explorer when they first arrived is named Christoph.
- The second half of Josh's description of the clan's symbol is very similar to the US' pledge of allegiance with a couple words switched out.
- The symbol for Clan Red, on the other hand, is a rainbow field of flowers. Clan Grey got rid of it, saying that it represented "weakness and degeneracy."
- They lock people up and/or execute them for being "degenerate" and, in Bruce's case, just for being a red colored squirrel in Clan Red (which they genocided in the past and had their home torched.)

- Red armbands and Nazi-looking uniforms for the Clan Grey soldiers.
- Josh mentioning that he went to the Cailleach thinking she'd tell him how to "make Sky Garden great again."
- The dialogue for one of the soldiers, Hank, being mostly being about fallacies and the protagonists fighting him (in the middle of a coup, for context) is proof that they couldn't win a "civil debate."
- Even at a baseline surface level, the writing takes a very noticeable shift to modern-day internet lingo. Some dialogue includes "muh heritage" "sus" "beyond cringe" "lolololol" "uwu softboi" among others. Unlike Aquila, who understands human writing and has a smartphone, this isn't even handwaved with a throwaway line or something.
- After the coup, a newspaper headline in Murida says "Clan Grey canceled! Sky Garden Goes Woke!", leading the reader to say that they "certainly have an angle."

The developer responded on the game's discussion forum on Steam claiming that the modern-day writing is a case of "anachronism", that he considers the game "woke.", and stated on his Cohost that he opted to make the optional scene where you explain Deleuze and Guattari's postmodern philosophy to a fascist squirrel as dull and unrewarding as possible since he doesn't want the 'debate a fascist' scene to be flippant or harmful. He also considers all games to be political."

"There's a book you can find where a philosopher gives the classic "weak men create strong times, strong men create weak times" quote replaced with rodents. A second "philosopher" chimes in and says that it's wrong, because modern medicine and food are healthier and make thus make stronger rodents, and that the quote itself is "kinda fash". A third "philosopher" then proceeds to write "get his ass" to the first, because the first guy is apparently pure evil or some shit"



Tactical Adventures	Solasta: Crown of the Magister	<p><i>“Solasta: Crown of the Magister has some mild to medium examples.</i></p> <p><i>Pronouns in character creation, which includes “they/them”</i></p> <p><i>You now choose “ancestries” instead of choosing a race.</i></p> <p><i>Hamfisted gay characters that feel shoved into the game purely for virtue points. Very much the “have I mentioned I’m gay lately?” trope.”</i></p>	Medium
Artur Smiarowski	Soulash 2	<p>“After the <a href="#">v.0.8.6 "Married with Children" update</a> added the option to marry someone and have children with them, the changelog said that it was "available to NPCs of the same race and opposite sex." A user <a href="#">in the discussion page</a> asked if there was going to be an option for same-sex marriages, which the developer declined in a diplomatic manner, stating that the family system was meant for creating a legacy through children. The developer then banned the user from the forums after some time with the reason of "harassment", prompting him to <a href="#">leave a negative review complaining about it</a>. Artur responded to the review a couple days later clarifying that while he did allow players to share their opinions, the "polite masks of a few impatient activists started slipping over time when other players expressed opposite views about tolerance for other cultures" and they began harassing users via brigading, likely believing that the reviewer was involved.”</p> <p>When the usual suspects became aware of this incident, they responded with the usual activist campaign on the community whining about it, review bombing, etc. Artur, for his part, <a href="#">stuck to his guns</a> and refused to <a href="#">bend the knee to them</a> after around a week of said campaign.</p>	None
CampFire Studio	Soulmask	<p><i>“The Character Creation has a "Male/Female" body type. This also extends to animals, since there is animal breeding in this game.</i></p> <p><i>Description: It's a survival game, like Arc/Conan Exiles. You build base and you get thralls and you attack others.”</i></p>	None
Insomniac Games	Spider-Man 2	<p><i>“The first thing that happens is in an early mission where some multiracial street gang is robbing a gun club. Peter goes on a ridiculous anti-gun tirade about how gun clubs don’t belong in the city and how we need “complement clubs” instead. Yeah Peter, it’s real easy for you to say that no one needs guns when you’re a superhero that can eat bullets and punch through brick walls. <b>This is also said when, just a couple years prior in the first game, thousands of killers, rapists, and terrorists flooded the city and crippled its infrastructure. Not the mention the neofascist militias roving the city, detaining civilians in camps, and the supervillains unleashing toxic nerve agents on the population.</b></i></p> <p><i>Then, Peter gets cucked hard by MJ (who is now a butterface), she refuses to move in with him so she can “focus on her career” and then gives Harry a kiss</i></p>	Heavy

		<p><i>on the cheek (and Peter a kiss on the cheek too rather than the lips).</i></p> <p><i>Not long after, Harry offers Peter a job at Oscorps new science facility, which is focused on utopian liberal projects like developing GMO crops (oh, and the game has a throwaway line about these GMO crops being “ethical”) and climate engineering.</i></p> <p><i>I skipped around a bit and then stumbled on the YouTuber doing an early side mission where you have to solve a puzzle at a collection of “BIPOC” murals. Yes, the game drops that word multiple times, and it’s pronunciation in the game is enough to make me physically ill. [...] Keep in mind that this is just based on the first 2 or so hours of the game.</i></p> <p><i>[...] Other woke elements: JJ Jameson is even more of a “conservative wackjob” caricature, all of the villains or soon-to-be villains so far are white males, the principal of Miles school is a sassy black woman with no hair, the game forces a deaf black girl with zero personality as Miles love interest. EDIT: For those coming across this thread just now: Yes, there is even more wokeness as the game goes on. The college fair Miles goes to has a Planned Parenthood booth advertising abortion services to teenagers. There's an entire mission where Miles is simping for Black Cat and helping her escape with her girlfriend to Paris. Ukraine flags everywhere. The Spanish language version uses gender neutral words that don't exist in Spanish. There are pride flags everywhere, such as when you first go into the science center and look at the scientists' desks. There are lots of other woke details in the environment like all gender bathrooms. Characters have been uglified, Mary Jane in particular looks like she just got a facial reconstruction from Mr. Magoo.”</i></p>	
Alblune	Squeakross: Home Squeak Home	<p><i>“A large portion of the unlocks (the entire point of the game is to do nonograms to unlock items to customize your rat and their room, so the entire beating heart of the game) are pride flags or pride related items, every single pride flag imaginable is awarded to you via the game's sticker system. What really crosses it into heavy is that the ingame emails you get kvetch about how housing should be free and "we rats should not emulate human trade systems!", ironic given the game costs money.”</i></p>	Heavy
GSC Game World	S.T.A.L.K.E.R. Series	<p><i>“STALKER (SoC, CoP, CS): None Basically Tarkov's dad. Women don't exist in the Zone and surprisingly there's no Pidors around despite it being in the Ukraine.”</i></p>	None
ConcernedApe	Stardew Valley	<p><i>“I'm not sure what Stardew Valley would be. I believe even before, your character was more of the "body type" than explicit gender, and you could marry either men or women. In addition to having an established SJW fanbase, I noticed in the <a href="#">v1.6 changelog</a> it mentions that "gender-specific clothing variants can now be worn by any gender". Definitely not None but not Heavy either. Maybe Medium or even Mild.”</i></p>	Mild

		<p><i>“Stardew Valley is... None? i mean the possibility of dating your same sex exists but the game doesn't push for it at all, you can just marry straight and that's it. Or not marry anyone.</i></p> <p><i>All NPC couples are straight, all characters are straight. They turn "gay" if you ask them out only, which is completely avoidable.”</i></p>	
Bethesda	Starfield	<p>Body Types replacing Male and Female and pronouns in character creation.</p> <p><i>“Would like to add on to the Starfield section. The black female clone of a male, making it not a clone, I'd say that's some allegory of troonery. The ratio between white and PoC is noticeable too. The only guy in the galaxy who practices Yiddish or something, keeping it alive (not sure if that counts but wanted to add). A lot of the NPCs are women, especially the enemies, classic case of inclucivity turning into "kill multitudes of women, most of which are PoC." Oh and some "capitalism bad" at some points but it really does a hard job trying to make it seem that way. Rich CEO(?) funds the main faction, you can side with a company board to blow up a ship that has been traveling for generations on outdated technology just because it's an eyesore. I think I'm forgetting some things but will add them if I remember.”</i></p>	Medium
Fractal Softworks	Star Sector	<p><i>“Starsector gets a MILD. There's a non-binary character, but it's accurate rep because they're a preening narcissist. The story itself is also entirely skippable, so while they're a plot-critical NPC, you can just avoid them by not playing the story. There's also two female characters that are close to each other, but they're not blatantly lesbians and act more like old friends.</i></p> <p><i>A recent update also added a pronoun selector; however, it gets a pass because of how character creation works. You pick a name and a portrait, but some of the portraits are classified male and some are classified as female. Included in the portait lineup are several dudes with face-concealing helmets, and it's arbitrary which of those are male or female. I think it was added not just for "rep" but to get around some code they couldn't change for whatever reason. “</i></p> <p><i>“It's probably a game limitation due to the sheer amount of character portraits where it's impossible to tell if someone is a man or a woman. It's way easier to just have two selectors instead of changing the available options based on a character portrait that's selected.”</i></p> <p><i>“There is a "historian" character that essentially lets you find rare items. *Every* other NPC with unique dialog has fixed portraits but the historian randomly picks between a black male and female. I don't think I would've even noticed if it was always the same portrait but it's the only NPC that works like this.</i></p> <p><i>You can quibble about all the make up of the other unique NPCs (there's a lot of hyper-competent women that are all "good guys" for example) but</i></p>	Mild

		<i>those are all unique portraits that you could argue is the actual character they wanted to make. By having the historian pick randomly but always be Black it really makes it seem like someone thought they needed some brain-rot representation and said "make the historian Black" with no other thought given to it."</i>	
Bioware (1), Obsidian Entertainment (2)	Star Wars: Knights of the Old Republic 1 and 2	<i>"Mildly pozzed with Kotor 1 having the ability to be lesbian with a furry. I never noticed in game."</i>	Mild
BioWare (2011–2023), Broadsword Online Games (2023–present)	Star Wars: The Old Republic	<p><i>"The mmo I don't recall having a bodytype, but does add optional playersexual romances, though the characters don't come across as flaming faggots, as they still have to work with a normal setup. They also added a hilariously ugly stubble for women, that I think not a single player ever used, but I haven't played in some time so if they added bodytype shit I don't know, but a year ago they had just a male/female symbol.</i></p> <p><i>Unless you read up guides, you can safely ignore the furry, and the mmo marks any romance with FLIRT tag so you won't run into Obi-Gale's magic Force trick unaware, and they won't initiate romance on their own."</i></p> <p><i>"To give a little more info, game uses the male and female symbols at char creation.</i></p> <p><i>The base game (1-50) was very pozz free but they have added lots of gay shit on later expansions. The current one is basically all girl bosses (look up a picture of the current writers if you want a good laugh)."</i></p>	Mild/ Medium
The Brotherhood	Stasis: Bone Totem	<p><i>"I recently finished the point and click horror puzzle game called Stasis Bone Totem and I thoroughly enjoyed it. There's no hint of woke in the game that I noticed and the central theme that drives the characters is very touching. You play as a married couple who work as ocean going scavengers in a future version of our world. The couple recently lost their daughter in a terrible accident and are going on a mission sometime after that event to help pay for their debt, since in this world corporations have taken the role of governments and have even supplanted Christianity as the main western religion. I can't give away too much more since that would ruin the story.</i></p> <p><i>The setting and world building is scattered throughout the game and the tone is very grim. It feels like a HR Giger inspired Indiana Jones adventure with a lot of grotesque and mesmerizing art. The voice acting is also superb. The game runs perfectly in Linux too through proton ge."</i></p>	None
Paradox	Stellaris	<i>"Some time in 2022, the human portrait set was replaced with one made</i>	Medium

Interactive		<p>entirely of mutts. One of the portraits might be black. None are white. The originals with identifiable races are still options in the game, but all three of the preset humans use the new version, and there isn't a way to cut preset empires out without mods.</p> <p>The Megacorp expansion adds a option for playing as a society 'without' private property. It has restrictions that mean no slavery, no genocide, and no dictatorship. You have to be a Good Empire and Good Empires will like your wholesome people's democratic republic. Here's the real cherry on the cake; it doesn't block megacorporations from expanding into your planets. Gotta keep buying cellphones from foreign sweatshops once we've built communism!"</p> <p>"I think that's more of an issue with Megacorps being piles of shit in terms of gameplay that don't really account for their own mechanics. I wouldn't really put much stock into the political aspect of that either. That option and related options are pretty much restricted to Egalitarian empires, which rely on having plenty of resources to go around to balance the happiness and productivity bonuses. You pretty much always have full control over the wealth distribution of all the species in your empire, so you can just as easily make stratified economies where only your main species is wealthy and all others just exist in equal poverty (even as Egalitarians). I can also go into incredible detail regarding the species system and how bad having more species is for an empire, but I'll just say that diversity is the furthest thing from a strength in every imaginable situation, unless they're slaves with no rights or upkeep, or you genetically modified your own population manually.</p> <p>Also worth noting is that that being well-liked, generous, and cooperative is typically much weaker than any developed empire that's remotely xenophobic, militaristic, or naturally genocidal. Megacorps are double fucked in that regard, considering they have either have to not act like a Megacorp to try to ignore diplomatic downsides at the cost of being locked out of their actual benefits, or try to deal with diplomacy with their compounding issues regarding upkeep and army size. They're a fucking mess."</p> <p>"Back when the game released, <u>they also pulled down a mod that made all portraits white</u> due to the developers envisioning an "accurate representation of humanity" in diversity and personality and "not wanting to enable discriminatory practices."</p>	
Capcom	Street Fighter 6	"Street Fighter 6 (Medium): Diverse and ugly characters throughout the story mode. Might reflect something like New York City, but I don't know if this	Medium



		<i>something to strive for. There is a nonbinary/gay nigger moderator character that turns up for two or three cutscenes and sometimes hangs around in the player lobbies. Completely necessary. The female characters look...not that great. Cammy's redesign is surprisingly ok. She, Chun-Li and Juri look alright. The worst offenders are probably Kimberly and Marisa. Kimberly was apparently designed with some black consultants and looks almost like a bad caricature. Marisa leans into the muscle mommy trend and would have been fine but her face and body lean too heavy into the masculine look. And in the story mode, she is also Bi."</i>	
Daniel Benmergui	Storyteller	<p><i>"Is Mild/Moderate depending on preferences.</i></p> <p><i>Puzzle game where you have to combine story elements and characters to meet the criteria of the story you're trying to tell. The only real "woke" element is that most characters can be paired up for romantic interactions regardless of gender. It's super chaste and there's not really much dwelling on the romantic elements, and there's actually two characters who are exclusively heterosexual, but at the same time, at least a few of the puzzles require you to have a gay interaction in order to complete them successfully. The game never really remarks or dwells on it, mind you, but it is there."</i></p>	Mild/ Medium
Second Impact Games	Super Crazy Rhythm Castle	<i>"Two characters have woke-ish character designs, one very obviously being "gender ambiguous". Nothing else that stood out beyond that."</i>	Mild
Team Meat	Super Meat Boy	<p><i>"Super Meat Boy: None</i></p> <p><i>You are a cube of meat trying to save your bandage girlfriend from an evil dr. fetus in a difficult but fun platformer. AKA Celeste but actually good and no tranny shit."</i></p>	None
Nightdive Studios	System Shock Remake (2023)	<p><i>"First they changed the design of the Cyborg Enforcer to a more PC version. The Cyborg Enforcer was supposed to have a female body with breasts as you can see in the concept art. It ended up having booba and booty in the sprite.</i></p> <p><i>I add this fanart for people having trouble deciphering the pixel sprite, this is a pretty good interpretation of the OG Cyborg Enforcer.</i></p> <p><i>Instead of Fem-borg the remake went for Zipper-borg.</i></p> <p><i>Some audio logs have questionable changes, but the most egregious ones I noticed are the new ones added to the Security level. All the extra audio logs ooze with soy. Lesbians in space.</i></p> <p><i>And there is of course White erasure. The trifactor of (((modernizing))) a video game."</i></p>	Mild/ Medium
Wētā	Tales of the Rings	A Lord of the Rings game that features noticeably more diversity. The hobbits,	Medium

Workshop	Shire	which are expies for rural English folk culture and who are insular by nature, now have black people among them.	
Gentle Troll Entertainment	Tavern Talk	Pronoun customization and one of the characters is non-binary with they/them pronouns.	Medium
Free Lives, Clockwork Acorn	Terra Nil	<p><i>“I played a game called Terra Nil that's a tile-based strategy game about reclaiming a desolate earth for nature. In short, the way you do this is by building renewable energy sources like windmills and geothermal plants, and then using filters to clean nearby soil before planting grass using irrigators, and then building on that base to grow various biomes like forests, wetlands, brushlands, tundra, and ocean habitats. The strategic part is planning how you're going to place buildings since each map has a gimmick you have to work around (like a volcanic caldera where you have to maneuver water and lava together to form rocks you can use to place windmills for power, or the ruins of a city which are contaminated by radioactive waste you have to contain before growing anything), and in order to complete a level you have to carefully manipulate the temperature and humidity in order to get certain things like moss to grow, or attract back migratory birds, or trigger the rain, which will also clean wasteland tiles for you. Additionally, as you clean the map, animals will start coming back, and in order to keep them happy you have to carefully lay out your biomes, since many animals may require access to multiple biomes (deer need green space to run around in, and fynbos for food, likewise wolves need forests to live in, but also require deer and boar nearby for food).</i></p> <p><i>Oh, and once you've achieved every climate goal, cleaned the map, and set up a good living space for every animal, in order to complete the level you must pack up everything you've built, which is often easier said than done, since you do this with a drone that, depending on the map, can only travel via certain means (such as waterways, monorails, or by rock-mounted airbases).</i></p> <p><i>The game is definitely environmentalist, and a portion of the game's profits are being donated to the Endangered Wildlife Trust (who to their credit, seem legit, unlike a lot of climate-grifting non-profits). However, it doesn't moralize; the disaster that destroyed the earth is never explained, and game's messaging is more about protecting habitats and the wildlife in them. In other words, old-school environmentalism before carbon emission hysteria took over the movement.</i></p> <p><i>If you consider this woke, then it would be very Mild. Personally, I would give it a None.”</i></p>	None
Re-Logic	Terraria	<p>The 1.4.5 update to the game removes gender and replaces it with “inclusive” options to match styles and voices, the pitch of which can be changed. <a href="#">Developer attempted to defend the change by claiming that he didn’t remove anything.</a></p>	Medium

Supermassive Games	The Devil in Me	Two of the five characters, Mark (black) and Kate (white) are in an interracial relationship. Not woke by itself since the game takes place in the modern day, but since all of the developer's games feature a black character in an interracial relationship, it gets bumped to a low Mild since it might feel forced with that in mind.	None/ Mild
Powerhoof, Dave Lloyd	The Drifter	<i>"The White protagonist has a Black wife. That's pretty much it, you could argue some of the women comes off as abrasive, but at least it's justified as the main character is a hobo, and even then it's not to the point of girl bossing. Really good game, highly recommend."</i>	None
Bethesda Game Studios, Virtuos	The Elder Scrolls IV: Oblivion Remastered (2025)	Unlike the original game, the character creation uses body types A and B. However, it still acts as a gender selection since certain quests still treat you differently if you're male or female.	Mild
ZeniMax Online Studios	The Elder Scrolls Online	<i>"The Elder Scrolls Online (ZeniMax): none to mild one unimportant side character is implied to be trans, but you only find out if you talk to him and some of the Daedra (basically demons) use neo pronouns."</i>	Medium
Peatyturf	The Enjenir	<i>"It's a humorous physics puzzle/engineering game with some platformer elements. It's set in a vague northern/northwestern european setting and everyone looks like they're from the time period and area. There's basically no story and it's mainly about deliberately janky building and platforming."</i>  <i>Fun if you're the type who likes games like Bridge Constructor."</i>	None
NEXON	The First Decendant	<i>"I played for about 100 hours. It's a decent looter shooter, although it gets really difficult by the end. Solo-ing any boss is almost impossible by the end game. Good thing that there is co-op, so you can have high level players, who are farming for something, assist you. The new season introduces some dungeons, that are solo only, you you will be farming for a lot of upgrades. There is a story if you are in to that. You will see a lot of Bunny players. She is easy to unlock and she is also excellent character to kill mobs of goons easily. Also, it's around 35GB on PC."</i>	None
Naughty Dog	The Last of Us Part II	<i>"&gt;Ellie shits on Joel for saving her from some quacks at the previous game &gt;"Bigot sandwiches" (An old man doesn't approve of Ellie slow dancing with her big nosed lesbian lover and calls her a dyke. Later he apologizes and offers them sandwiches before they leave for a trip.) &gt;Pride crosswalk in apocalyptic times &gt;Joel gets turned into a weakling and unceremoniously killed with a golf club &gt;They force you to play as the killer, who is supposedly related to one of the quacks that almost killed Ellie &gt;She looks like a macho ma'am in a time where it's hard to stay well fed &gt;THE SEX SCENE BETWEEN MACHO MA'AM AND SOME GUY WHO'S CUCKING HIS PREGNANT GF BY DOING THE DEED &gt;She has a 13 year old lil' pooner as a partner"</i>	Heavy

		<p>&gt;Lil pooner is girly as shit, is only a pooner because she doesn't want to follow her culture's customs and get married young or some shit like that</p> <p>&gt;Lil' pooner loses it when she gets called by her real name</p> <p>&gt;A church gets turned into a synagogue, and the game won't let you shoot anything, you antisemite!</p> <p>&gt;Jewess who's banging Ellie fucks an asian man and somehow, the baby comes out niggermutt.</p> <p>&gt;Nothing ultra bad happens to macho ma'am because she's Druckmann's lil pet, meanwhile Ellie loses fingers so she can't play the guitar anymore, the jewess dumps her and she no longer has Joel.</p> <p>And that's only what I got from being here when the leaks happened.”</p>	
White Owls Inc.	The MISSING: J.J. Macfield and the Island of Memories	<p>“Main character is a cross dressing tranny who gets hug boxed by disgusting abusive leftists (they assault other people and are proud of it because muh bullying) that feed the MCs mental illness as a form of munchausen by proxy instead of helping MC get actual mental help. Attempts to normalize mental illnesses as acceptable and healthy. The only redeeming feature is getting to chuck the tranny fuck into sawblades and other traps to laugh at it being dismembered. The last boss fight is pretty amusing as well, since MC ends up being a mishappen monster that gets shotgunned to death by his GF.”</p>	Heavy
Obsidian Entertainment	The Outer Worlds	<p>“Medium (perhaps leaning high, depending on how much you hate pixie cuts)</p> <p>Other than poundland Rick Sanchez, all prominent male authority figures have a smarter female underling who gets better results if supported.</p> <p>I'm rating it medium, not high, because despite its extreme diversity, everyone has flaws and the capacity for evil. Late game spoiler: The Black female second-in-command starts off with slaughtering a city and gets worse from there The anti-corporate stuff is bad, but you'll find out there may be method behind their apparent madness. The Communist leader has skeletons in his closet too.</p> <p>Some of the companion quests can get pretty woke. Take the first one, it's a four mission arc to get your intimacy avoidant engineer into an interracial same sex relationship.”</p>	Medium
Robin Ward	The Roottrees are Dead	<p>“The game is about exploring a family tree using internet circa 2000 with finding the identity of each person a la' Obra Dinn. It seems relatively well written without breaking the immersion too badly but it goes exponentially worse as it goes on. Among the things it does are:</p> <p>* Miscegenation: At least two cases of it, one is very in your face (a campaign poster of a white pregnant woman and her black husband) that I really fucking doubt it would have actually resulted in the woman winning 30 years ago. Also a reference to the family occasionally fucking niggers 40 years ago and how they are better than the deep south for it.</p> <p>* Feminism: Not too hard but you have the usual women being more moral and men being sexist.</p>	Heavy

		<p><i>* Fake evangelist: Because it's literally the easiest demonization against Christianity.</i></p> <p><i>* CONSPIRACY THEORIES ARE BAD - YOU ARE A CONSPIRACY THEORIST FOR LETTING CORPORATIONS PUT CHEMICALS IN YOUR FOOD. TRUST THE SCIENCE!</i></p> <p><i>All those would have put the game in medium and not being that noticeable considering it's very few of the family members. However, the final puzzle in the game, where you need to find the dark family secret is what veers it off. The secret that the game seemingly been building up to is that the family had a disowned gay son that's been cut out of the inheritance for it. Besides being incredibly retarded (you can't disappear a 16 year old) and they somehow let the son and his fuckbuddy (which they allow to still work in the farm!) to raise a baby girl together, which is pretty unthinkable even for today. The game ends with a full on speech on how being homophobic is bad and how the standard family unit is totally unfair and how you should unearth your grandpa and burn his remains in the town square for being racist/sexist/homophobic.</i></p> <p><i>Really ruins an overall well made puzzle game and breaks what could have been a good whodunnit mystery in favour of appealing to the woke mob.</i></p> <p><i>There is a NG+ that seems to double down on how the traditional looking family actually fucks everyone and everything but I doubt I'll play it."</i></p>	
Maxis	The Sims 4	<p>Updates gradually replaced gender with "physical frame, ""clothing preference," and gender-neutral pregnancy options, added pronouns and custom pronouns, top surgery scars and binders for teenagers and older, and more. <a href="#">Developers has stated that they refuse to consider options to disable this type of content.</a></p>	Heavy
Supermassive Games	The Quarry	<p><i>"This one is a bit more complicated. The most competent person is Laura, but as least she is white. The second most competent character is Kaitlyn, who is an asian woman. She's also a fantastically obnoxious girlboss. Jacob comes across as a complete asshole, although he is at least quite brave. If you see him transform, he will show a degree of self-hatred and insecurity that contrasts favourably with the incel fury of Nick's transformation and the sociopathic rant Emma has about her fans. Arguably the main male character is Ryan, who is both black and bisexual. Dylan is a massive fag, but he's also presented repeatedly as heroic. That said, I disagree with Synthetic Man's autistic rant about The Quarry, I don't think it's quite as woke as he thinks it is."</i></p>	Mild/ Medium
Half Past Yellow	Time on Frog Island	<p><i>"Male frog guard ask for love letter to be send to male frog painter.</i></p> <p><i>After the love letter the frog guard and frog painter will meet up at your camp in the evenings. There is also a tranny frog in the village."</i></p>	Mild/ Medium
Ellpeck Games	Tiny Life	<p>Pronoun customization and pregnancy options instead of gender.</p>	Medium/



		<p><i>“There are pronouns everywhere, but they're pointless right now because it's still in early access. You get to pick your reproductive abilities, you can get knocked up, or you can knock up others, or you can be sterile. You have to pick 3 traits, and most of them come with a draw back that makes you have some sorta mood swing which renders you unable to do about 90% of the actions in the game. Some of the traits include aromantic, asexual, and pescatarian. There aren't many clothes yet but as of now you can choose between troon flag socks, pride flag shirts, and various other sexuality face paints. Friendly interactions include chatting about pronouns and showing your pride. You can even affirm your identity at any mirror.”</i></p>	Heavy
Gearbox Software	Tiny Tinas Wonderland	<p>Body Type replacing Male and Female and pronouns in character creation.</p> <p><i>“One of the main NPC’s you deal with, Paladin Mike, is a troon with a beard voiced by a FTM, there are constant references to homosexuality, there are pride flags everywhere and frequent references to communism.</i></p> <p><i>“Magic is real, but money is made up!” squawks one vending machine as you walk past it, for instance.”</i></p>	Heavy
Respawn Entertainment	Titanfall 2	<p><i>“Depends on how you see it, Sarah Briggs or Sloane could've been a Girlboss of a commander, but I honestly don't really paid that much mind on her, the game still get it's point across, about bots beating the crap out of each other.”</i></p>	None/ Mild
Crystal Dynamics	Tomb Raider I–III Remastered (2024)	<p><a href="#">Added a content warning that basically accused the original developers of being racist.</a> Censored Pierre DuPont’s Lady Luck bomber jacket of a topless woman with a red bikini and (debatably) a brick pattern looking like a Swastika despite claiming to leaving the content unaltered.</p>	Medium
Creative Assembly	Total War: Attila	<p><i>“Total War: Attila - Mild. Almost considered putting it in Medium but due to how poorly optimized the game is and due to the nature of the game most people just didn't zoom into the units to look at them closely to notice it. While women can't be generals or leaders, many units from the Germanic, Nordic, Celtic and Nomadic culture groups are mixed gender. I think the one single exception from those groups are the Alani. They are usually in low level levy-style units and it's supposed to represent how everyone had to fight to protect their families... but it doesn't make sense. The Battle of Adrianople is one of the historical battles that is represented in the game and playing as the Goths you had to defend the wagon lager from the Romans. In history, the men fought while those who couldn't stayed back in the wagon lager.”</i></p>	Mild
Creative Assembly	Total War: Rome II	<p><i>“Historical Total War games: None</i></p> <p><i>With two exceptions: Rome 2: Medium. Due to the infamous female general update which came out with the Desert "WE WUZ" Kingdoms DLC, almost considered putting it in Heavy due to the usual woke response from the devs after players bitched about it. In any case, every barbarian, Arab and African (with the exception of Punic cultured factions) faction can have female nobles as generals and faction leaders. While the update did do a few good things,</i></p>	Medium

		<p><i>like finally being able to have Cleopatra as the Egyptian faction leader in the Emperor Augustus campaign, I don't have to explain how ridiculous it is, the most popular historically accurate mod, Divide et Impera, removes that garbage and only allows nomadic factions to have female generals because at least there it makes a tiny bit of sense. Ironic that its acronym is DEI yet it removes wokeshit, huh?"</i></p>	
Haemimont Games	Tropico 3	<p><i>"Legalizing gay marriage is an edict that the player can issue. It's neither meta nor forced, however, and the radio announcer makes fun of you for doing it. I don't think that its sympathetic depiction of communists is 'woke', because the capitalists also want you to provide for a critical need of the people, namely the money needed to please or take care of anyone at all."</i></p> <p><i>"From memory this does help somewhat in gameplay. The way housing is structured ingame is typically around a family unit, either local or immigrant, they have a kid that then forms another family unit. If someone dies due to disease, hunger or something, they're occupying an apartment as a single person but if they're gay, they can now have a spouse of the same sex that saves +1 room in a tenement complex."</i></p>	Mild
Obsidian Entertainment	Tyranny	<p><i>"None or Mild (I'm leaning None).</i></p> <p><b><i>Stronk wamen</i></b></p> <p><i>There are warrior women in it, but it's grimdark high fantasy, and sufficient food and magic power matter more than sex. They're not meta-"stronk", they're fair game, you can be rude to them and kill them in interesting ways. One warrior woman gets domesticated (but you can kill her). You can kill a queen in the intro choose-your-own-adventure and get the appropriate reputation. You can kick a character off a tower Sparta-style; in most playthroughs, it will be a woman. There's a race of manbearpigs led by womanbearpigs: they're gross and can be viewed as satire of stronk wamen. Bringing one with you grosses out a critically important (male) character and can narrow your options for winning the game. On your side, almost everyone who's important and whom you might want to be polite to is male. The Overlord Kyros is likely female (her OG literary inspiration is explicitly female); the victory condition is you killing or recruiting (by proving your might) all her officers and founding your own empire (they added an option to stay faithful in the DLC, I heard it's unsatisfying, Kyros is a bitch and should be shown her place). You don't have to seethe through the game for the payout, you can make a fool out of her right in chapter 1. Potential party members are 4 females, 2 males, the strongest and most</i></p>	None/ Mild

*sensible is an old white male.*

### ***LGBTQIAP***

*No troons.*

*No faggots (I think).*

*One dyke: her wife (not a dyke) marries and kills her for her property, you investigate and can extort or execute the "grieving widow". The unfortunate implication is that lesbian marriage is legal, or at least was legal before you conquered the place. (But it is a degenerate and corrupt place that stands out even in a grimdark world.)*

*No romance therefore no gay romance.*

*Kyros is variously referred to as "he" or "she" by characters but (I think) never "they".*

### ***Social justice***

*None: the selling point of the game. You can choose to be cruel or benevolent but never have to submit to anyone.*

*No party members are forced on you. The game is winnable solo.*

*Reputation is on two axes: Favor and Wrath with factions (Wrath means they don't like you), Loyalty and Fear (both are good) with party members. This means you never have to suck up to a party member.*

*The northerners prize "perfect training, rigid discipline, respect for the law, and family" and are racist toward southerners. All of the northerners are white and have Greek or Roman names, except the potential party member, who looks like a pajeet in his portrait and smells like one (not a joke!); you can force him to take a bath but there's an achievement for not doing so. It's hilariously racist.*

*The southerners are a savage horde of niggers and wiggers. They have rapper nicknames. Their leader is a northerner. One of your potential party members is a female wigger.*

### ***Chargen***

*In character creation, there are two sexes (male and female, with the symbols), three body types: lean athletic, short athletic, beefy athletic; five skin colors from Somalian black to tanned Caucasian. The beefy female is still recognizably female, tits, hips and all. At character generation, the starting character doll has a uniformly random sex, a seemingly uniformly random skin color, a random body type seemingly favoring lean athletic, brown hair, beardless, and, depending on sex, one specific Caucasian face and one specific*

		<p>haircut, women's haircut is flowy-feminine. Character voice, for quips, is chosen independently of character sex, out of three male and three female options. Hair style and color (from black to white with some reds) can be changed. Men can also choose a beard. Face features can be changed as a set (5 options for each sex: all males are Caucasian, 1 female is Asian). Portraits are racially diverse but not genderspecial; no twinks, no lolis.</p> <p><b>Corporate</b></p> <p>Obsidian is owned by Microsoft, who are woke.”</p>	
Toby Fox	Undertale	<p>Two homosexual relationships (the two Royal Guards, Alphys and Undyne). The Spare method for the former and the Pacifist run as a whole requires that they start dating, but it's fine as long as you're not too traditional/conservative. Alphys was originally male before being genderswapped by simply adding eyelashes.</p>	Mild
Vanillaware	Unicorn Overlord	<p>“Unicorn Overlord is safely in the None category. There are no gays, and even if you do the "romance" quest with males it's more hetero trust than buttsex, compared to the lines if you do it with females. (this might not be correct in the codex section but who reads that?).</p> <p>No gender bullshit, everyone is talked on his/her own merits and no crying about gender prejudice.</p> <p>No niggers, you have spanish tan faction. And delicious chocolate elves. While there is a furry faction, only one character is somewhat coom-bait and it's not as sexual as with human/elves women”</p>	None
Giant Army	Universe Sandbox	<p>“<a href="#">Universe Sandbox</a> I'd say is a great zero-woke game if you're really into space simulation and sandbox games where you do whatever the fuck you want with the tools the game gives you. the <a href="#">official website</a> doesn't have pronouns at the section that lists who's behind the dev studio, and they've been committed to <a href="#">giving updates to planned features with the long lost concept of actual game development</a>.”</p>	None
Supermassive Games	Until Dawn	<p>Two of the eight characters (Matt, black-ish) and Emily (Asian) are in an interracial relationship. Not woke by itself since the game takes place in the modern day, but since all of the developer's games feature a black character in an interracial relationship, it gets bumped to a low Mild since it might feel forced with that in mind.</p>	None/ Mild
Wadjet Eye Games	Unavowed	<p>“Unavowed has been on my steam backlog a long time, I like the dev's previous works but having a woman with head cover really raised a red flag for me. Happy to say it is very much a None/Mild, depending what you think of light historical anachronism with a "pirate queen" character that is in a small dialogue box. Technically there is gay sex referenced in it (not shown), but it's treated as an amusing punchline rather than drama. Game is alright, the idea of multiple routes and origins is a classic case of a fun idea that doesn't really pay off that well with the small scale and the massive amount of work to</p>	None/ Mild

		<i>include it despite a single playthrough being enough."</i>	
Witch Beam	Unpacking	<p><i>"Unpacking is mild to heavy depending on your tolerance. It's not too in your face about it, in my humble opinion.</i></p> <p><i>It's a very cozy and simple puzzle game that mostly tells its minimal "plot" through environmental storytelling. All of the characters are unnamed and (mostly) faceless, but throughout the story it's revealed that the protagonist is a bisexual woman who at one point moves in with a boyfriend but ultimately moves in with an ambiguously brown woman and has/adopts a baby (it's a bit unclear). Early on, there's some wall art that you can unpack that uses the same color palette as the bisexual pride flag, but other than that the only other indicator is that the final levels have you unpacking only women's clothes/accessories/hygiene products."</i></p> <p><i>"There is another indicator, as the very final screen of the game shows both of them together and clearly women."</i></p>	Mild
Hakababunko	Urban Myth Dissolution Center	<i>"Urban Myth Dissolution Center is None. Although it touches on a few topics that can easily devolve into woke like bullying and harassments, it never goes full retard in saying how they are one sided towards women/minorities or that they are always wrong. Really like that the moral of the game is based Total Streamer Death."</i>	None
Luca Galante	Vampire Survivors	<p><i>"Played A LOT of Vampire Survivors, and the game is largely un-woke (attractive, if heavily pixelated, female characters, tons of ugly classic Castlevania-esque monsters for you to slaughter en-masse, etc.). Jim Sterling contribution is writing the monster compendium (the Bestiary), which is mostly his usual fart-huffing snark but not particularly "woke".</i></p> <p><i>The only instance of wokery I've seen is the description for one of the unlockable characters, Giovanna Grana, which is clearly a barely-veiled reference to being a tranny:</i></p> <p><i>"Giovanna resented being assigned Mage at birth, and proudly took up the way of the broom and pointed hat. Her sisters, who claim they want to "protect witches' spaces," have sworn to oppose her and all who fight by her side. Maybe one day they'll accept that anybody can be a Sassy Witch if they truly want to be."</i></p> <p><i>I'll just chalk this one up to the Italian developer creating a sexy witch character, and then letting Jim Sterling write whatever he wanted for her.</i></p> <p><i>I'd put Vampire Survivors under "Mild" at best."</i></p>	Mild
Team Ninja	Venus Vacation Prism: Dead or Alive Xtreme	<i>"Possible woke elements: Tamaki, one of the six girls might be bi, but it's a never really brought up in this game, only speculations online from previous games (you can still date her)."</i>	None/ Mild



Brutal Software	VLADiK BRUTAL	It's basically Russian Half-Life and it's made by one guy. While it's flawed, I did not see anything woke. It leans towards anti-woke as the minigames in the Narkos bonus section involve you defending yourself from being raped by naked men. I don't speak Russian, but the only Steam review mentioning the minigames claims it's "offensive homophobic propaganda depicting gay people as a disease or monsters."	None
Stunlock Studios	V Rising	Body type instead of sex/gender in character creation.  <i>"All the characters with stories are pretty straightforward, and the men look like men and the women like women."</i>	Mild
Digital Extremes	Warframe	<i>"I'd probably add Warframe to the "mild" category since that has both trans representation (Ticker, an NPC) and nonbinary representation (Xaku), but they're fairly minor nitpicks. Just... don't go to region chat for your own sanity."</i> <i>"It does have pride month-related stuff available exclusively during June, but they're just color palettes for customization or user avatars. The only egregious thing here was "replacing" the palette based on the original pride flag with the dindu troon flag (players who bought the original palette got to keep it), and a user avatar with that flag."</i> <i>"Digital Extremes MILD, it has gay shit that basically never comes up unless you interact with the community."</i>  <i>"I'm not gonna defend digital extremes, especially in leu of atrocity that is whispers in the walls, but ticker has a male face, a male voice (full male, not tranny falsetto), and a male body, a heavily ambiguous backstory that's more about the corpus body loan program and we only know he's trans because a dev said so on twitter."</i>  <i>Yes he does call himself "she" but he does it in a camp gay voice with gay mannerisms to the point where I thought he was like a 80s gay until I read it on twitter, especially considering fortuna at the time was supposed to be an 80s synthwave aesthetic."</i>  <i>And xaku is "non binary" because its literally 3 destroyed frames smashed together."</i>  <i>Both cases are the opposite of "in your face" and without outside confirmation you'd never know."</i>  <i>If you wanna shit on warframe, shit on it for stuff that it deserves being shat on like whispers in the walls."</i>  <i>Albrecht Entrati has been alive this whole time, he abandoned his wife and daughter letting them grieve thinking he was dead to go fuck the buttler in the basement and you beat the final boss by reading gay poetry about how sad</i>	Heavy

		<p><i>albrecht is that he never told his buttler that he loves him, all this happens while albrecht's daughter is upstairs mourning his faked death while albrect was literally busy cheating on her mom with the buttler in the same house.</i></p> <p><i>Whomever wrote this expecting normal people to sympathize with either albrecht or loid is an actual psychopath.</i></p> <p><i>People say shit like "Oh no, he didn't tell his wife and daughter because he loved them too much and wanted to keep them safe!" yeah sure thing, if that's the case that the means he doesn't really love loid which isn't true because we literally defeat wally, the interdimensional cosmic demon of reality, by reading fucking poetry about how much albrect wants to assfuck loid.</i></p> <p><i>[...]its impossible to progress through the main story without having gay poetry literally save the day by defeating an interdimensional cosmic horror through the power of buttsex."</i></p> <p><i>"Probably should also add that in the Whispers in the Walls expansion, they all but flat-out directly state that Albrecht Entrati and Loid (his butler and assistant) were in a romantic relationship. In addition, Dagath's backstory involves polyamory (that, surprise, doesn't end well) and Varzia (a vendor) is bisexual in that she lusts after both Maroo (a female vendor who runs the trade shop) and Teshin (one of the major NPCs and a male); neither of which even mention Varzia at all or reciprocate any of her feelings towards them.</i></p> <p><i>In the grand scheme of things though, none of it is really in your face (except arguably the Albrecht/Loid relationship after the quest) and are things I would still consider "Mild" compared to other egregious offenses of tokenism."</i></p> <p><i>"Years back, when the whole "trap is a insult to trans people" debate was going on in weeb circles Digital Extremes automaticly banned everyone who wrote in chat that "Nezha is a trap", you couldn't even link the chracter and another item, that had the word trap in it, together in one message without getting banned."</i></p> <p>The developers <a href="#">removed</a> a youtuber's glyph from the game over <a href="#">misgendering Flare in a guide video</a> and not backing down when someone tried to correct him.</p>	
Black Lab Games	Warhammer 40,000: Battlesector	"Fully woke free"	None
Relic Entertainment	Warhammer 40,000: Dawn of War 1 to 3	"Fully woke free"	None
Proxy Studios	Warhammer	"Warhammer 40,000: Gladius (Proxy Studios): None. It's a war game about	None

	40,000: Gladius	<i>exterminating every single last filthy xeno on the planet”</i>	
Fatshark	Warhammer 40,000: Darktide	<i>“Darktide: Mild. Unlike Vermintide, DT has a character creator with "body type" instead of sex. Apart from that, there is no pronoun shenanigans or faggot cosmetics. All the characters present as the correct sex, including the tech priest.”</i>	Mild
Bulwark Studios	Warhammer 40,000: Mechanicus	<i>“Fully woke free”</i>	None
Owlcat Games	Warhammer 40,000: Rogue Trader	<p><i>“Rogue Trader the RPG: Mild, it has the bodytype shit, and 3 optional bisexual romance options, those all being undesirables like a criminal and 2 eldars. Noticably less pozzed than Pathfinder Kingmaker and Wrath of Rigtious. And your hetero chud Inquisition buddy can make them disappear for you.”</i></p> <p><i>“For those unfamiliar with the setting, the Eldar are manipulative and supremely arrogant ancient aliens who would rather sacrifice a million humans than one of their own and accidentally blood orgied their devil into reality.</i></p> <p><i>Dark Eldar are even worse, an entire society revolving around enslaving and torturing others to the extreme to distract the aforementioned devil from their souls.</i></p> <p><i>One bisexual option considers the player little more than a mindless beast and the other is depraved even when compared to her.</i></p> <p><i>I do like how she is in denial about being my pet monkey though.</i></p> <p><i>The hetero options are almost wholesomely sweet. One caged bird magic princess who dreams of fairytale courtly love. And the other is a heroic crusader, striving to reform a crooked system.</i></p> <p><i>The game as a whole revolves around non-modern ethical standards. Take the Act 1 finale</i></p> <p><i>You are faced with a dillema about a planet about to fall to the devil worshiper enemy. You are given a choice of saving civilians, looting a super reactor or blowing up the planet. Save a few hundred civilians and the remaining billions are dragged into hell, so blowing the planet up is the least bad option”</i></p>	Mild
Relic Entertainment	Warhammer 40,000: Space Marine	<i>“Fully woke free”</i>	None
Fatshark	Warhammer: Vermintide 1 and 2	<i>“Vermintide/Vermintide 2: None. Warhammer as Warhammer was meant to be, aside from the fact that the game plays it excessively safe when it comes to stylization.”</i>	None

Gaijin Entertainment	War Thunder	<p><i>"I would like to add some</i></p> <p><i>War Thunder-None</i></p> <p><i>Moddding Community- dunno, never explored that much but if I might guess, Medium</i></p> <p><i>The game's literally just about tanks, ships, planes and Russian Bias, no woke crap, no tranny shit, and definitely no SJW stuff, just degenerates shooting each other with tanks, planes and ships, and plus <a href="#">You can literally Put Rhodesia's flag in your in game vehicles</a>, probably has something to with the fact that the game was essentially developed by Russians."</i></p> <p><i>"A bit of an update but World of Tanks and War Thunder should be Mild because of the two games' censorship on certain aspects (German vehicles from WWII get no Swastika/Wehrmacht/Waffen SS insignia, for WoT they had a promotional Ukrainian camo for the 56TP Premium tank while WT outright removed the Z decal in the height of the Russian-Ukrainian War and intentionally censored the Taiwanese flag to cater to the mainland Chinese audience)."</i></p>	Mild
Ubisoft	Watch Dogs	<i>"There's essentially no wokeshitery in the first one that I can think of."</i>	None
Ubisoft	Watch Dogs 2	<p><i>"-For a game made in 2016, the game has a lot of Social Justice themes in it, (probably partially had something to do with the fact that the game is set in San Fransisco).</i></p> <p><i>-One of the missions of the game (limp nudle) have a set of dialogue about how hard it is <a href="#">working in a tech company as a nigger sorrounded by whitey</a> (skip to 8:23) There's plenty more of line in the likes of this further into the mission"</i></p>	Heavy
Jordy Lakiere	We Who Are About to Die	<i>"Gladiator hack n slash'ery, some resource management and rogue-lite elements in a fantasy not-Rome. Gladiatrixes are not even present."</i>	None
Compulsion Games	We Happy Few	<p><i>"We Happy Few nominated for none at all.</i></p> <p><i>Retro 1960s Britain. Everybody is White except for one half pajeeta whose father was a colonial general and who is also a villain character. Only men are policemen, blue collar workers, basically only men are seen doing men's jobs. There are only two gay characters and they're walking gay jokes that wear fruity sailor suits. A female character is portrayed as a maneater. She's a scientist while also being portrayed as a girly girl fashionista/sex symbol and that contrast is played both for laughs and for drama."</i></p>	None
The Astronauts	Witchfire	<i>"For me, the game is really fun, and there is a lot of replay value. The weapons are really fun and enjoyable, where if you kill enough enemies, you can level up the weapon to give it a special new ability per weapon. One example is the 'Cricket' machine pistol, where if you dash after killing an enemy, it would automatically reload the gun. The spells are also very powerful, such as spawning a stake and that if you kill enough enemies, the</i>	None

		<p><i>stake charges up, where it ignites a massive explosion that heavily damages and burns the enemies. One of the most satisfying FPS-es out there.</i></p> <p><i>The biggest comparisons people make to this game is Destiny, Escape From Tarkov, Hunt: Showdown, and Dark Souls/Elden Ring.</i></p> <p><i>Despite looking like a balding Matt Jarbo, Adrian Chmielarz is considered to be one of Poland's visionaries in regards to video game development. He co-founded People Can Fly with Andrzej Pozanski and Michał Kosieradzki, of which under his creative direction, made Painkiller and Bulletstorm, apparently well-regarded and satisfying first person shooter games, of which his experience in these games help build up Witchfire's identity.</i></p> <p><i>After Epic Games bought out the studio, Chmielarz left People Can Fly along with Pozanski and Kosieradzki in 2012 and co-founded his own indie studio The Astronauts with them, of which they released the game The Vanishing of Ethan Carter in 2014 before starting work on Witchfire.</i></p> <p><i>Chmielarz hates games journos and trashed Anita Sarkeesian's Feminist Frequency review of the Witcher 3. ResetEra also hates his guts.</i></p> <p><i>Adrian also retweeted several xeets by Thomas Mahler, the lead developer of Moon Studios, known for Ori and the Blind Forest and Ori and the Will of the Wisps, and explained his discomfort with DEI consultants”</i></p> <p><i>“Based single player game about a one man crusade against a witch. No mention of current year nonsense. Rating subject to change based on how the game ends up portraying the Catholic Church. As it stands currently, the Church are the good guys, if amoral in the actions they take to achieve their ends.”</i></p>	
Team Ninja	Wo Long Fallen Dynasty	<p><i>“I honestly don't know if I should put it in Mild because it's the only game which doesn't use Sex, Gender or Body type... it uses "Figure." Yeah... what do you guys think? The Story is just Three Kingdoms era China with demons.”</i></p>	Mild
2D BOY (1 and 2), Tomorrow Corporation (2)	World of Goo 1 and 2	<p><i>“World of Goo: It's a silly puzzle game about building bridges out of living goo balls, not much more than that. There's a small amount of social commentary about consumerism, pollution, and the state of the Internet in 2008, but it's relatively mild and has nothing that could be considered woke.</i></p> <p><i>World of Goo 2: For 99% of the game, same as before. It's a silly little game about building bridges out of goo. (Spoilers ahead) In Chapter 4, there are a few sets of levels where they switch up the game's genre. In the Cyberpunk-Noir Black Stain section, there's a brief bit with a drag queen. That said, it's mostly played as a comedic bit and not a "le faaaaabulous pride and acceptance" thing, if that makes any sense.”</i></p>	<p>None (1)</p> <p>None/ Mild (2)</p>
Blizzard	World of	<p><i>“World of Warcraft (Blizzard): medium to heavy</i></p>	Medium/



Entertainment	Warcraft	<p><i>the base game and the expansions up to Legion alone would be "none", but starting with the "Battle for Azeroth" expansion they changed a lot. You could originally only use skin colors up to "southern European brown", they added in the full range of human skin tones, even on races where it doesn't make sense. Additionally they changed several dozen existing minor NPCs skin color from white to black. They also retconned several minor characters to be gay. Several voice lines/quest text have been removed for being "sexist". <b>The male/female gender symbols in character creation were changed to "body type 1/2". Almost all new major characters are at least one of: female, black, gay, disabled. Blizzard created several in-game items for pride month and organizes in-game and out of game rainbow fundraisers.</b></i></p>	Heavy
Studio Drydock Pty Ltd	Wylde Flowers	<p><i>“I'm a farming sim autistic, and being woke is kind of a given in that genre, sadly. There's one example I'd like to give that blows the rest in the genre out of the water in terms of woke. Wylde Flowers couldn't be more woke if it tried. Here's a list of what I noticed, I suffered through to the end of the game and I really couldn't tell you why, maybe because I was so baffled by the game. I liked the take on being a witch and doing magic but it's not worth suffering through. Even if you remove all the woke shit, it would STILL be a bad game because of how busted the gameplay mechanics are, it's by far the worst farming sim out there in that respect. Also, fun fact it was funded by Apple.</i></p> <ul style="list-style-type: none"><li><i>•Have no idea what ethnicity the playable character is. It's a woman with darker skin, but the game never goes into any details about her. Since you don't get to make your character, there's no A/B body type nonsense. At least she's cis, I think.</i></li><li><i>•Off the bat, there's a nonbinary character that's datable (lol). Should have really second guessed buying this since it's in the description of steam. She's Japanese so of course they include a sub-quest to make her run a Japanese Bathhouse. Complains often about muh transphobia.</i></li><li><i>•Every character's personality is whatever their ethnicity is, most dialogue is cultural schooling (unless it's a white character) and it's hard to find lines not relating to the characters' ethnic background. Every liked food is tied to their ethnicity, because it's impossible to like food that's not related to your genetic background. Funnily enough, the only character not like this is a black woman and she's the most likeable character because of it. She has an actual personality.</i></li><li><i>•Despite clearly focusing on inclusion, the game gets many things wrong with a lot of the cultures they are tokenizing. And the game stereotypes the races to the point of it coming across as very racist. It</i></li></ul>	Heavy

*always makes me laugh when woke people do this*

- The cultural schooling doesn't stop there! There are magical characters in this game that school you on folklore from other countries, like a creature from Brazilian folklore will tell you about it nonstop when you talk to him. Also one of the magical characters was in a lesbian relationship with one of your human ancestors.*
- There's a gay male couple and that too has been stereotyped to hell and back. Includes a quest where you help them with their wedding.*
- Includes a grumpy Native American guy that freaks out in a scene when somebody mentioned a culture other than Native American culture.*
- Includes so many lines in Spanish from the gay Mexican guy, makes me think the developers think every American knows Spanish. It's never translated, and I refuse to learn Spanish so half the time I have no idea what he's saying.*
- Big gay flag hanging above the court house for absolutely no reason besides propaganda. It's never explained why it's there, there's like only one gay couple in the game (unless you marry a chick) so it's not like the whole town is gay.*
- The antagonists in the game are white, and very stereotypically white at that. Blond hair, wealthy, etc. It's the only white/white couple in the game and they are the evil ones. They get ousted from their positions at the end and a black woman becomes mayor. The white mayor also stole the job from that black woman's husband.*
- The other white guy is from LA, will not shut up about it and runs a cult. Kind of shocked it wasn't Christian based church, tbh. It was more like a self help guru thing, I think? But I'm pretty the game is trying to criticize Christianity with this bit, the fake religion mirrors how a lot of leftist see Christianity. You are supposed to hate the guy running this thing, or at the very least make fun of him and belittle him. Many scenes include bullying him and laughing at him. Kind of based tbh since he's an LA stereotype, lol*
- Vegan cooking options. I'm surprised you can slaughter your livestock in this game, the nonbinary chick does it (so masculine, amirite dood??). I liked my animals and didn't want to kill them so the vegan only thing was actually a positive to me. Thought it was worth bringing up, anyways.*

*There's a lot more, but I think this list is long enough. All of this is completely unavoidable and the game makes you interact with these characters 24/7*

		<i>I wish the gameplay mechanics weren't so busted because the writing is really, really funny. If you told me it was a woke parody game made by the alt-right, I would believe you with how absurd this game is. The fact that this game is 100% serious makes it even more funny. That's probably why I played it until the end, tbh. But with how absolutely terrible it plays as a farming sim, I wouldn't even recommend anybody to play it just to laugh at the thing. The devs focused first and foremost on pandering and including woke shit and forgot to even make the game fun. That's always been my #1 complaint with this shit."</i>	
Firaxis Games	XCOM: Chimera Squad	<p><i>"XCOM: Chimera Squad, on the other hand, is a Heavy, and deeply into that territory. No more character customization, you're stuck recruiting from a set roster comprised almost exclusively of aliens and brown people. The one possibly white guy (hard to tell due to the weird coloring style they use) is frequently the ass of jokes. The characters make constant Joss Whedon-esque quips and all act like Californian 30something coffee shop dwellers, despite being a mix of backgrounds and even species.</i></p> <p><i><b>Set five years after XCOM 2</b>, the plot itself is also about you having to stop a group of former XCOM members who left after XCOM won the war in 2, who hate aliens and want to "destroy our diversity". The entire goal of the game is to keep the "beautiful diverse City 31" together in the face of this threat. The aliens are generally portrayed very sympathetically, while the human groups are portrayed as evil terrorists. The game will constantly rub in your face how important diversity is, and almost feel like it's taunting people who liked the previous games with some of its lines. The gameplay isn't bad, but the story is genuinely draining, which sucks because Chimera Squad is far more heavily emphasized around the story than either of the previous games."</i></p>	Heavy
Firaxis Games	XCOM: Enemy Unknown (2012)	<p><i>"XCOM: Enemy Unknown gets a None at least by my standards, but I can see a Mild if you're really picky about your random recruits.</i></p> <p><i>Like XCOM 2, it's about a multinational team working together to unite against an alien invasion. You get randomized soldiers, but the customizations are more limited than in 2, and seem to be more heavily locked to nationality. You'll get a mix of nationalities and skin tones, but not tons of weird mutt people. If you want a homogeneous team, it will require tweaking, but that's where I'd say your line of taste is drawn as far as None/Mild goes. Your main advisors are a white guy who is presented well, an older asian man, and a crazy german scientist lady, no mystery meat or deliberate uglification of the woman, so all good by me.</i></p>	None

		<p><i>The aliens are fittingly alien and presented purely as the evil antagonists they are (there's a little more to it than that, but I'll spare any spoilers here). There are some secondary human characters, but they're also totally fine and their stories are pretty brief. You'd have to really stretch to be more than mildly annoyed by anything in this one."</i></p>	
Firaxis Games	XCOM 2	<p><i>"XCOM 2: Medium (bordering on Mild, since the story itself is based)</i></p> <ul style="list-style-type: none"> <li><i>•Random characters have their skin color and facial features randomized, but more often than not tend to come out looking like weird, ugly brown mutts. This is not how genetics work at all, despite what racial fetishists would have you believe. However, your playable squadmates can have every single feature changed in their customization menu, including their race and features. If you want a homogenous squad, you will have to do this a lot.</i></li> <li><i>•Ugly women, attractive men. It is possible to make attractive women for your squad, but you can only make about two or three before you start making twins.</i></li> </ul> <p><i>One of the main characters is Lily Shen and she's hideous."</i></p>	Medium
Ryu Ga Gotoku Studio	Yakuza / Like A Dragon	<p><i>"Most games in the franchise would at least be mild. They really try desperately hard at almost every turn to make cabaret club hostesses seem like noble workers and a wholesome and invaluable job. Instead of just, you know, women that talk drunk men up so they'll get money and gifts and is arguably sex work in a sense. Funny how almost every host in the series is a scumbag.</i></p> <p><i>I have played Kiwami, and I remember numerous annoying girls in numerous entries. If I'm recalling, you generally aren't meant to call them out for their behavior, at least not too strongly, or it negatively impacts the love meter. I do remember one of them flat out just saying she's a gold digger, but not much really changed with her at the end of her little story, if I recall."</i></p> <p><i>"You've obviously never had to deal with the two bitches they put in Kiwami 1. Both of them are completely insufferable. In any case, as the Yakuza game expert, I'd say that most of them vary from none to mild. The remasters have done some fuckery, namely the one of 3. The masseuse at the minigame is revealed to be a tranny, in the original translation Kiryu is dumbfounded but is still respectful enough, in the remaster he goes full YOU'RE SO HECKIN' VALID YOU'RE SO SALAD!!! They also took out the chain of sidequests where a crazy transvestite chases after Kiryu in an effort to rape him.</i></p> <p><i>In any case, since the game series primarily deals with a pleasure district in Tokyo and its underworld (and whenever the game adds new locations they are usually also pleasure districts of its city) the thugs, hoes, gangsters, policemen,</i></p>	None/ Mild (0, 1, 2, 3, 4, 5, 6, 7, Gaiden, IW)

		<p>foreigners etc. are portrayed both positively and negatively.”</p> <p>“<i>Like A Dragon Gaiden: The Man Who Erased His Name: Surprisingly None! Akame doesn't come out as a girlboss, and I know there's the annoying fat shituber as a hostess, but I never touch the cabaret clubs unless they force me to, and I never pick her. I don't mind Nishitani III either, especially when everyone finds him weird and offputting.</i>”</p> <p>“<i>The Yakuza 5 remaster censored an extra costume for Saejima because it was based on an Imperial Japan soldier uniform, and swapped into a cop suit.</i>”</p> <p>“<i>Yakuza 6: The Song of Life - None</i></p> <p><i>Yakuza: Like a Dragon - None</i> There is nothing woke to be found in this game. There is a party chat near the top right corner of the map after Saeko joins the party that mocks gender sensitivity:</p> <p>Direct link: <a href="https://youtube.com/watch?v=9aGdeLPwOKE">https://youtube.com/watch?v=9aGdeLPwOKE</a></p> <p>And by coincidence, the YouTube URL code for that has "wOKE" in the URL: 9aGdeLPwOKE)</p> <p><i>Like a Dragon: Infinite Wealth - Mild, borderline none</i> There is a single scene very early in the game where Ichiban goes on a date, bombs, and has a chat with his friends about it. He describes something she did as something like "great, for a woman", and Nanba lectures him.</p> <p><i>That is all I have seen, and I have completed the game's story and done a chunk of the side content. Those lines felt more like they were there just to stave off any journos from throwing a brick through their windows.</i>”</p> <p>At one point in the English version of the game, King says he won’t let “greed and capitalism corrupt this place” whereas he simply thanks Kiryu for his support in the JP version.</p>	
npckc	you're just imagining it	<p>“<i>The game is about you apparently having some incredibly rare medical condition that causes you "pain" and "depression" to the point where the main character doesn't even listen to any of the doctors half the time, and only listens once the doctor tells him what he wants to hear. You can get so "depressed" in this game you can't even go to the doctors in it. It's hilarious.</i>”</p>	Heavy