

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-binary. 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.

Developer	Games	Reasons	Score
Siris Pendrake	Adaca	<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</i>	Medium

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.

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 - doubly so because the developer is a non-binary furry themselves.

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.

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.

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?)

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 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-style open world mode that could potentially be a huge time sink. Pretty remarkable feat for a game developed by a single person."

World's Edge,
Tantalus
Media,
Forgotten
Empires

Age of
Empires III:
Definitive
Edition

"Age of Empires 3 Definitive Edition - Mild
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 Community Plaza which is basically the same thing.

Mild

		<p><i>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>	
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 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.</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></p> <p><i>As for the wokeshit, 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 concetiousuuous of historical accuracy and that's a big boon."</i></p>	None
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, TNginers	APICO	<p>Pronouns listed prominently next to NPC names. Developer responded to people asking to disable them by saying that it's important and if you don't like</p>	Medium

		<u>it, don't buy the game.</u>	
Bohemia Interactive	ArmA 3	<p><i>“ArmA 3: None 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 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 <u>mod made that removed the trans pride flags from the popular NIArms mod.</u> NIArms is made by a <u>troon</u>, 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</i></p>	Mild

		<p><i>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>	
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> <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>	Medium
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. -I think this image alone says a lot"</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 right side of history)."</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
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 Isaac	<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 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. Although one of the challenges is called "Pride Day." 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."</i>	Mild
Ninja Kiwi	Bloons TD 6	<i>"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.</i> <i>There is also a nonbinary hero available in the game called Psi that is referred to by "they/their" pronouns.</i> <i>This is a game whose target demographic includes young children and its steam store page is tagged with the family friendly tag."</i> <i>"There is also a map creator with multiple public maps with names like trans rights meanwhile a map representing auswitchz was removed."</i>	Mild/ Medium
Gearbox Software	Borderlands 2	<i>"Borderlands 2: Medium</i> <i>It has been a very long time since I've played this game, so I'd appreciate anyone filling the rest of this out</i> <ul style="list-style-type: none"> •Forced romantic relationship between Lilith (Caucasoid) and Roland (Negroid), despite the two not having any history or rapport in the first game •Anthony Burch was a lead writer. He is notoriously woke, even before wokeness took off, and has a <u>thread here on the farms</u> that was created nearly eight years ago. •Fedora tipping-tier lines about women, like this one: 	Medium

		https://youtube.com/watch?v=dKeFU6UGpaE	
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
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
Expansive Worlds	Call of the Wild: The Angler	<i>“Body types A and B. Both get the same hair and facial hair.”</i>	Mild
Bytten Studio	Cassette Beasts	Pronouns in character creation. Developers close any topics on Steam forums regarding it and <u>stated multiple times that they will not remove it from the game.</u>	Medium
Matt Makes Games (later renamed to Maddy Makes Games)	Celeste	Farewell DLC heavily implies <u>in the ending</u> that the protagonist, Madeline, is transgender. <u>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.</u>	Mild (Vanilla) Medium (DLC)
Consumersoft Products	Cruelty Squad	<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> <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> <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</i>	None



		<p><i>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 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>	
<p>CD Projekt Red</p>	<p>Cyberpunk 2077</p>	<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>	<p>Medium</p>
<p>Behaviour Interactive</p>	<p>Dead by Daylight</p>	<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>Medium/ Heavy</p>

		<p><i>The Leatherface for one of the characters was <u>removed because the devs decided it was identical to wearing blackface</u></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> <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>	
<p>Dambuster Studios</p>	<p>Dead Island 2</p>	<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 1 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>	<p>Mild/ Medium</p>

Motive Studio	Dead Space (2023 Remake)	"All gender" bathrooms , white-to-black raceswapping, optional "content warnings" that either warns the player before an upcoming scene or hides the content despite being an M-rated game.	Medium
Ghost Ship Games	Deep Rock Galactic	<p><i>"Deep Rock Galactic (Developed by Ghost Ship Games, published by Coffee Stain Publishing): Mild</i></p> <p><i>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.</i></p> <p><i>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":</i></p> <p><i>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%)</i></p> <p><i>Sticking to the game only though, there aren't many woke parts. Despite the game being out for 6 years, there aren't any LGBTQAIP2+ 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: A furry OC with the transgender flag in the background.</i></p> <p><i>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.</i></p> <p><i>Luckily it's not too in the face and you can ignore it pretty easily"</i></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
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 Emblems dedicated to Nigger Lives matter, Troonism and LGBT shit."</i></p>	Medium/ Heavy

		<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>	
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 communard 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 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, one of them being Kim, your partner, 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. Mild 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</i></p>	Mild

		<p><i>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>	
Arkane Studios	Dishonored 2	<p><i>“Dishonored 2 (Arkane): Medium/Heavy.</i></p> <ul style="list-style-type: none"> <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> <i>•Every woman is portrayed as extremely competent or sympathetic. The player is still able to kill everyone.</i> <i>•The men are all portrayed as craven, disgusting, evil, or feeble. Even Corvo seems more of a faggot.</i> <i>•There is a tranny who the player can do a quest for. The tranny status is revealed through notes and audio recordings.</i> <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> <i>•Harvey Smith is a colossal stinkditch sucking faggot who brought in Anita and her cronies in to consult.”</i> 	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 progtard 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>	Medium

		<ul style="list-style-type: none"> • Luck (boosts auto resolve and since you can only manually fight one battle a turn, it is super important), • Recruitment speed and cost. <p>Capitalist Dwarves</p> <ul style="list-style-type: none"> • Gold income (research is already finished by act 2, so basically allows you to spam units) <p>The progressive elves only give land defence bonuses and the techbro gnomes boost tech at the cost of lowering the unit cap”</p>	
Larian Studios	Divinity: Original Sin 2	<p>“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</p> <p>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.”</p>	Mild
Dolphin Barn Incorporated	Domina	<p>“A flash tier game about managing a team of gladiators. The dev is such a chud that he sperged about trannies in the steam forums until he got banned, and then started sperging about them in the update logs. He got banned for his immature, unprofessional, and unhinged sperging and ragequit steam.”</p>	None
Capcom	Dragon's Dogma II	<p>“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.”</p>	Mild
Square Enix	Dragon Quest III HD-2D Remake	<p>“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 wokeshit, I'd wager done mostly to get some of that Baphomet money from their Hebraic money lenders.”</p>	Mild
Square Enix	Dragon Quest XI: Echoes of	<p>“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</p>	None/ Mild

	<p>an Elusive Age</p>	<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>	
<p>Black Salt Games</p>	<p>Dredge</p>	<p><i>"Characters include some "strong female" NPCs, including a black female mechanic with frizzy hair. No LGBT+ references."</i></p>	<p>Mild</p>
<p>Red Thread Games</p>	<p>Dustborn</p>	<p>A representative revealed in an interview 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 game. Its the most woke game to ever exist.</i></p> <ul style="list-style-type: none"> <i>-Fat fucked up skin women is peak redditor and goes into panic attack. Also muslim and bitches about eating non halal sausage.</i> <i>-Transporting copies of 1984 across the border</i> <i>-Bad guys are called puritans</i> <i>-Main character is a pregnant black woman whos power is to make people</i> 	<p>Heavy</p>

		<p><i>listen to her</i></p> <ul style="list-style-type: none"> -White/hispanic male character is the only one without powers -Tranny they/them. Hes rich but is doing the heist because he doesnt want to be outted. His superpower is gaslighting -Kpop is mentioned the first 5 minutes -All gender bathroom -Not supposed to be a joke but theres a "I cant breathe" line -Also theres no consequences for not playing the song to get across the border. Can just put the controller down and still continue on." <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><i><u>Your dwarves (and any other other intelligent creature) can be gay.</u> 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><i><u>The devs want trans and intersex dwarves in the future,</u> 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
FromSoftware	Elden Ring	<p><i>Body types replace Male and Female.</i></p>	Mild

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 Trilogy	<p><i>“Retro as all fuck adventure game with just one interaction button that makes 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></p>	None
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? EDIT: Multiple missions (https://youtu.be/JpCkwiOeVYc?t=2190, 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: https://youtube.com/watch?v=-T81b2cLb9w&t=1110</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 reddit group pic 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 wokeslop and I don't care to go down that memory lane any farther than I already have.”</i></p>	Heavy
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	<p><i>“forced DEI characters, anti-white males, and pronouns.”</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 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</i></p>	None/ Mild

		<i>aggressive chat censorship and fast escalating punishments means you should probably turn off chat.</i> ”	
Square Enix	Final Fantasy XVI	<p><i>“I’d like to add Final Fantasy XVI for Mild/Medium wokeness. Has a gay kiss scene and one of the major characters is gay. 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 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></p>	Mild/ Medium
Ubisoft	For Honor	<p>Post is too long to quote here, so see Scream Aim Fire’s post here that goes into detail. (https://kiwifarms.st/threads/kf-guide-to-woke-games.185542/page-6#post-17913926)</p>	Medium/ Heavy
Playground Games	Forza Horizon 5	<p><i>“Forza Horizon 5: medium/heavy</i></p> <ul style="list-style-type: none"> <i>-Pronouns in character creator.</i> <i>-More choices on prosthetic limbs and hearing aids than hairstyles.</i> <i>-The only male character voice is black and British.</i> <i>-Mexican dialogue written by liberal white woman*.</i> <i>-Endless dicksucking of the player character and overall cringey dialogue.</i> <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
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,</i></p>	Heavy

and even Lilac gets into an argument with the Magister after they rescue him from that predicament.

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. “

“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.

Protagonist is subject to racist remarks:

Direct link: <https://youtube.com/watch?v=Rc7yV5jJHm8&t=412>

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 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.

Direct link: <https://youtube.com/watch?v=Rc7yV5jJHm8&t=5621>

Direct link: <https://youtube.com/watch?v=Rc7yV5jJHm8&t=7940>

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'm sorry, am I meant to feel sorry for the villain?”

Konami

Ganbare Goemon 3

“Alright, I got an example, albeit an fan-based one.

*Ganbare Goemon 3 (Original, and original Translation): **None**
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....*

*Ganbare Goemon 3 (Current Translation): **Medium?***

**None/
Medium**

		<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>	
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	<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>	Medium
ArenaNet	Guild Wars 2	<p><i>(@Scream Aim Fire goes into more detail which can't be fit into a reasonable length. It can be seen here: https://kiwifarms.st/threads/world-of-warcraft.8930/post-15300589)</i></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: https://youtube.com/watch?v=IN2-HFTlaAM (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> <ul style="list-style-type: none"> <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 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.</i> <i>- Destiny's Edge - a multicultural faction made up of members from all the</i> 	Heavy

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 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>- <i>End of Dragons</i> - as mentioned above, the primary conflict about EoD is between the Cantha Empress (a clueless woman who's basically hoarding 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><i>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."</i></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><i>"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."</i></p>	Medium
Iggymob Co.,Ltd	Gungrave G.O.R.E.	<p><i>"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."</i></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</i></p>	Medium/ Heavy

		<p><i>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>	
Square Enix	Harvestella	<p><u>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.</u></p>	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</i></p>	Heavy

		<p><i>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. 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> <u>You can play as Nazi Germany</u> <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</i></p>	None/ Mild

		<p><i>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 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.</i></p> <p><i>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 got banned from THE OFFICIAL DISCORD for breaking the no politics rule. 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."</i></p> <p><i>"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."</i></p>	
Frog Vibes	Here Comes Niko!	<p>The story revolves around a child named Niko running away from home 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.</p>	Heavy
Konstantin Koshutin	Highfleet	<p><i>"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."</i></p>	None
Avalanche Software	Hogwarts Legacy	<p>Can choose whether you identify as Witch (Female) or Wizard (Male) regardless of masculine or feminine presets/body types and voice. 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.</p> <p>Noticeably more diversity in the game's time period of the 1800s than in the</p>	Medium

		source material's 1990s.	
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). 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>	Heavy
Northway Games	I Was A Teenager Exocolonist	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.	Heavy
Hazelight Studios	It Takes Two	<i>"It Takes Two (None): This is a recent EA published game about relationships. Surprisingly very wholesome, the only minor potentially lefty take is the stay-at-home dad."</i>	None
Ryu Ga Gotoku Studio	Judgement/ Lost Judgement	<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. "Lost Judgment - none This one uses the theme of school bullying as a vehicle to ask whether unjust</i>	None

		<i>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>	
Warhorse Studios	Kingdom Come: Deliverance	<i>"No current era bullshit, women valued for qualities beyond hitting things and only historically accurate diversity."</i>	None
Zeekerss	Lethal Company	<i>"No "woke" references. Only issue of note is that the developer is a furry."</i>	None
Grasshopper Manufacture	LET IT DIE	<i>"That being said of a game that can fulfill a good itch of kleptomancy, grinding, slaughter & dying - LET IT DIE, none. 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. 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 multiplayer)."</i>	None
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

HEXWORKS	Lords of the Fallen	<i>"Lords of the Fallen (2023) (HEXWORKS): Mild. Character creator uses "body type" instead of sex."</i>	Mild
KIRA LLC	Lunacid	Added pronouns in character creation in the 1.0 update. 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."	Medium
Capcom	Mega Man Battle Network Legacy Collection	<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> <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> <i>Speaks itself, really."</i> <i>"And it's a lie, because IIRC they still changed some shit because of Ukraine."</i>	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	<i>"They once advertised some pride month stuff last year (link), 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). 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>	Mild
Mojang Studios	Minecraft	<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> <i>Here is a list of some of the splashes.</i> <ul style="list-style-type: none"> •Black lives matter! •Be anti-racist! •Learn about allyship! •Speak OUT against injustice and UP for equality! 	Medium

		<ul style="list-style-type: none"> •Amplify and listen to BIPOC voices! •Educate your friends on anti-racism! •Support the BIPOC community and creators! •Stand up for equality in your community! •Your gender is valid! •Contains infinite genders! <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. 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."</i></p>	
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	<u>Listed pronouns beneath character names.</u>	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 women 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
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)
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 chargin. 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 which there are around a dozen of them 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 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>	Mild/ Medium
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
Ironwood Studios	Pacific Drive	<p>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. Developers stated that they put them in because representation is important and won't consider changing or removing them.</p> <p><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</i></p>	Mild

		<i>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>	
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	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. 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: <ul style="list-style-type: none"> • The goombas no longer catcall Goombella • Goombella no longer calls Mrs. Mowz a floozy • Changed Jerry being traumatized by seeing Luigi in a dress to him being scared of him tripping in said dress • Changed Mario's salute action to a thumbs up because it was interpreted as a Nazi salute in some regions • Changed any dialogue relating to "fat shaming" (even from Bowser) and removed any "ableist" words like airhead, crazy, or lunatic, etc 	None/ Mild (Original English Version) Heavy (Remake)
Owlcat Games	Pathfinder: Wrath of the Righteous	<i>"Pathfinder: Wrath of the Righteous has some mild wokeshit 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"> <i>1.Trigger warnings</i> <i>2.Rainbow pins</i> <i>3.Censorship like the tranny scene was replaced</i> <i>4.The "Updated for modern audiences" bullshit</i> <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 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> <i>He did somewhat apologize but mostly because he didn't find it funny</i></p>	None

		<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", with the developers partnering with fact checkers like Politifact and the Full Fact charity."</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
Niantic, Inc.	Pokemon GO	<p><i>"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, which had the consequence of making them ugly much to the dismay of many players.</i></p>	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"> <i>•The usual choose your body type instead of male and female</i> <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> <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> <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 MoistKrItIcal</i> <i>•Moist KrItIcal reference(s)</i> <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</i> 	Medium/Heavy

		<p><i>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 bitch, while Arven is punished/scolded by the gay principal.</i></p> <p><i>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></p>	
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)	<p><i>“Prey (2017, Arkane): I'd say Mild</i> <i>I need to replay it and see if there was more wokeness, but what I remember:</i></p> <ul style="list-style-type: none"> <i>- If you choose the female as protagonist, she's a lesbian, but you can be cruel to the ex girlfriend and let her die.</i> <i>- 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</i> <i>- 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	<p><i>“Project Zomboid - None</i> <i>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></p>	None
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 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>	Medium/Heavy
Capcom (Original, Remake)	Resident Evil 4	The VR port is heavily censored at Oculus/Facebook's request and with the approval of Capcom to "update the game for modern audiences." Several flirty and suggestive lines, such as Luis' flirting with Ashley in the cabin, Leon's	None (OG)

<p>Armature Studio (VR)</p>		<p>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 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></p>	<p>Medium (VR)</p> <p>Mild/ Medium (RE)</p>
<p>Ludeon Studios</p>	<p>Rimworld</p>	<p><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></p>	<p>Mild</p>
<p>Team Ninja</p>	<p>Rise of the Ronin</p>	<p><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></p>	<p>Mild</p>
<p>Stegosoft Games</p>	<p>Rise of the Third Power</p>	<p><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></p>	<p>Mild/ Medium</p>
<p>Hopoo Games</p>	<p>Risk of Rain 1 / 2 / Returns</p>	<p><i>"No LGBT+ references, preset characters with hidden appearances."</i></p>	<p>None</p>
<p>GSC Game World</p>	<p>S.T.A.L.K.E.R. Series</p>	<p><i>"STALKER (SoC, CoP, CS): None Basically Tarkov's dad. Women don't exist in the Zone and surprisingly there's no Pidores around despite it being in the Ukraine."</i></p>	<p>None</p>
<p>ColePowered Games</p>	<p>Shadows of Doubt</p>	<p><i>"Shadows of Doubt by ColePowered Games: Mild 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></p> <p><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></p> <p><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". This isn't really something you have to go out of your way to find, nor is it very</i></p>	<p>Mild/ Medium</p>

		<i>significant at first. But after a full playthrough it really starts to wear on you.</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><i>Creating the world for SIGNALIS, we deliberately avoided some themes to make the world more interesting to us.</i> <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></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. He also made a George Floyd reference while commentating on a live tournament, shortly after the incident occurred. 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"> <i>•Removing scenes such as a black guy being beaten by cops because it</i> 	Medium/ Heavy

		<p><i>reminds retards of Saint George Floyd</i></p> <ul style="list-style-type: none"> • <i>Removing arm bands from an army of background characters because it reminds retards of fascism and nazis (That was the point)</i> • <i>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.</i> • <i>Removing the russian voice pack that people paid for. This was Mike Zaimonts caricature of a russian accent and mannerisms.</i> <p>https://www.youtube.com/watch?v=wL18fryeqUg https://www.youtube.com/watch?v=s5PJL8VMxDo</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"> • <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> • <i>Siobhan, your first party member after the prologue, is non-binary as</i> 	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.)*

		<ul style="list-style-type: none"> • 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." <p>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."</p>	
Tactical Adventures	Solasta: Crown of the Magister	<p>"Solasta: Crown of the Magister has some mild to medium examples.</p> <p>Pronouns in character creation, which includes "they/them"</p> <p>You now choose "ancestries" instead of choosing a race.</p> <p>Hamfisted gay characters that feel shoved into the game purely for virtue points. Very much the "have I mentioned I'm gay lately?" trope."</p>	Medium
CampFire Studio	Soulmask	<p>"The Character Creation has a "Male/Female" body type. This also extends to animals, since there is animal breeding in this game.</p> <p>Description: It's a survival game, like Arc/Conan Exiles. You build base and you get thralls and you attack others."</p>	None
Insomniac Games	Spider-Man 2	<p>"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. This is also said when, just a couple years prior in the first game,</p>	Heavy

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.

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 on the cheek (and Peter a kiss on the cheek too rather than the lips).

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 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.

[...] 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.”

ConcernedApe

Stardew Valley

“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 [v1.6 changelog](#) 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.”

“The "Shrine of Change" allows for gender swaps, but this seems to be a vanilla feature intended for player convenience that troons latched onto. There's no mention of it being used for anything nefarious in-game. ConcernedApe has been repeatedly badgered by the LGBTQPedo crowd to add troon/fag material but so far hasn't done so AFAIK.

Mild/
Medium

		<p><i>Major mod "Stardew Valley Expanded": Moderate.</i></p> <p><i>Nonbinary minor character who moves in as the wizard's apprentice.</i></p> <p><i>Major mod "Ridgeside Village": Heavy</i></p> <p><i>One of the added villagers is a troon and his degenerate lifestyle is repeatedly validated in cutscenes involving children. This is also sprung as a surprise on the player. Lesbian romance between a ninja girl and a fox goddess.”</i></p> <p><i>“- same-sex romance or marriage that children can accidentally stumble into (the game is rated G, 6, 7 in various countries), including by changing sex while married</i></p> <ul style="list-style-type: none"> <i>- visually rewards hooking up with every character by graying out 2 last hearts</i> <i>- Leah's ex is female in her 4-heart cutscene if you're also a female</i> <i>- Abigail's 8-heart cutscene spells out she loves the player character (pre-romance)</i> <i>- prophet at a festival can see the player character in a same-sex relationship if it's your highest bachelor[ette] relationship (pre-romance)</i> <i>- same-sex bachelor[ette]s' schedule changes pre-romance, they stop hanging out with their original counterparts</i> <i>- Dwarf's gender is "undefined" (doesn't come up in the game IIRC)”</i> 	
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 inlucivity 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</i></p>	Mild

		<p><i>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>Bioware (1), Obsidian Entertainment (2)</p>	<p>Star Wars: Knights of the Old Republic 1 and 2</p>	<p><i>“Mildly pozzed with Kotor 1 having the ability to be lesbian with a furry. I never noticed in game.”</i></p>	<p>Mild</p>
<p>BioWare (2011–2023), Broadsword Online Games (2023–present)</p>	<p>Star Wars: The Old Republic</p>	<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>	<p>Mild/ Medium</p>
<p>The Brotherhood</p>	<p>Stasis: Bone Totem</p>	<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</i></p>	<p>None</p>

		<i>game runs perfectly in Linux too through proton ge."</i>	
Capcom	Street Fighter 6	<i>"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 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>	Medium
Daniel Benmergui	Storyteller	<i>"Is Mild/Moderate depending on preferences. 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>	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	<i>"Super Meat Boy: None 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>	None
Nightdive Studios	System Shock Remake (2023)	<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 add this fanart for people having trouble deciphering the pixel sprite, this is a pretty good interpretation of the OG Cyborg Enforcer. Instead of Fem-borg the remake went for Zipper-borg. 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>	Mild/ Medium

		<i>And there is of course White erasure. The trifactor of (((modernizing))) a video game.”</i>	
Gentle Troll Entertainment	Tavern Talk	Pronoun customization and one of the characters is non-binary with they/them pronouns.	Medium
Re-Logic	Terraria	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. Developer attempted to defend the change by claiming that he didn’t remove anything.	Medium
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
Peatyurf	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. Fun if you’re the type who likes games like Bridge Constructor.”</i>	None
Naughty Dog	The Last of Us Part II	<i>>Ellie shits on Joel for saving her from some quacks at the previous game >"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.) >Pride crosswalk in apocalyptic times >Joel gets turned into a weakling and unceremoniously killed with a golf club >They force you to play as the killer, who is supposedly related to one of the quacks that almost killed Ellie >She looks like a macho ma'am in a time where it's hard to stay well fed >THE SEX SCENE BETWEEN MACHO MA'AM AND SOME GUY WHO'S CUCKING HIS PREGNANT GF BY DOING THE DEED >She has a 13 year old lil' pooner as a partner >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 >Lil' pooner loses it when she gets called by her real name >A church gets turned into a synagogue, and the game won't let you shoot anything, you antisemite! >Jewess who's banging Ellie fucks an asian man and somehow, the baby comes out niggermutt. >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. And that's only what I got from being here when the leaks happened.”</i>	Heavy

Maxis	The Sims 4	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. Developers has stated that they refuse to consider options to disable this type of content.	Heavy
Ellpeck Games	Tiny Life	Pronoun customization and pregnancy options instead of gender.	Medium
Gearbox Software	Tiny Tinas Wonderland	Body Type replacing Male and Female and pronouns in character creation.	Medium
Respawn Entertainment	Titanfall 2	<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>	None/ Mild
Crystal Dynamics	Tomb Raider I–III Remastered (2024)	Added a content warning that basically accused the original developers of being racist. 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.	Medium
Creative Assembly	Total War: Attila	<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>	Mild
Creative Assembly	Total War: Rome II	<i>"Historical Total War games: None 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, 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>	Medium
Obsidian Entertainment	Tyranny	<i>"None or Mild (I'm leaning None). Stronk wamen</i>	None/ Mild

*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 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 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.

Corporate

Obsidian is owned by Microsoft, who are woke."

Toby Fox

Undertale

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.

Mild

Vanillaware

Unicorn Overlord

"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?).
No gender bullshit, everyone is talked on his/her own merits and no crying about gender prejudice.

None

		<i>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”</i>	
Giant Army	Universe Sandbox	<i>“Universe Sandbox 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 official website doesn't have pronouns at the section that lists who's behind the dev studio, and they've been committed to giving updates to planned features with the long lost concept of actual game development.”</i>	None
Witch Beam	Unpacking	<i>“Unpacking is mild to heavy depending on your tolerance. It's not too in your face about it, in my humble opinion.</i> <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> <i>“There is another indicator, as the very final screen of the game shows both of them together and clearly women.”</i>	Mild
Luca Galante	Vampire Survivors	<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> <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> <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> <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> <i>I'd put Vampire Survivors under "Mild" at best.”</i>	Mild

Digital
Extremes

Warframe

"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."

"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."

"Digital Extremes MILD, it has gay shit that basically never comes up unless you interact with the community."

"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.

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.

And xaku is "non binary" because its literally 3 destroyed frames smashed together.

Both cases are the opposite of "in your face" and without outside confirmation you'd never know.

If you wanna shit on warframe, shit on it for stuff that it deserves being shat on like whispers in the walls."

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 buttlar in the basement and you beat the final boss by reading gay poetry about how sad albrecht is that he never told his buttlar that he loves him, all this happens while albrecht's daughter is upstairs mourning his faked death while albrecht was literally busy cheating on her mom with the buttlar in the same house.

Whomever wrote this expecting normal people to sympathize with either albrecht or loid is an actual psychopath.

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 interdimentional cosmic demon of reality, by reading

Heavy

		<p><i>fucking poetry about how much albrecht 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 interdimentional 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>	
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 40,000: Gladius	"Warhammer 40,000: Gladius (Proxy Studios): None. It's a war game about exterminating every single last filthy xeno on the planet"	None
Fatshark	Warhammer 40,000: Darktide	"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."	Mild
Bulwark Studios	Warhammer 40,000: Mechanicus	"Fully woke free"	None
Owlcat Games	Warhammer 40,000: Rogue Trader	"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 Rigteous. And your hetero chud Inquisition buddy can make them disappear for you."	Mild

		<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> <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> <i>You are faced with a dilemma 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>	
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> <i>Modding 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 You can literally Put Rhodesia's flag in your in game vehicles, probably has something to with the fact that the game was essentially developed by Russians.”</i></p>	None
Ubisoft	Watch Dogs	<i>“There's essentially no wokeshittery in the first one that I can think of.”</i>	None
Ubisoft	Watch Dogs 2	<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</i>	Heavy

		<p>San Fransisco).</p> <p>-One of the missions of the game (limp nudle) have a set of dialogue about how hard it is <u>working in a tech company as a nigger sorrouned by whitey</u> (skip to 8:23) There's plenty more of line in the likes of this further into the mission”</p>	
Jordy Lakiere	We Who Are About to Die	<p>“Gladiator hack n slash'ery, some resource management and rogue-lite elements in a fantasy not-Rome. Gladiatrixes are not even present.”</p>	None
Compulsion Games	We Happy Few	<p>“We Happy Few nominated for none at all.</p> <p>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.”</p>	None
Team Ninja	Wo Long Fallen Dynasty	<p>“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.”</p>	Mild
Blizzard Entertainment	World of Warcraft	<p>“World of Warcraft (Blizzard): medium to heavy 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". 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.”</p>	Medium/ Heavy
Studio Drydock Pty Ltd	Wylde Flowers	<p>“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.</p>	Heavy

- 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.
- 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.
- 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.
- 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 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 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.”

Firaxis Games

XCOM:
Chimera Squad

“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.

Set five years after XCOM 2, 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

Heavy

		<p>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."</p>	
Firaxis Games	XCOM: Enemy Unknown (2012)	<p>"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. 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.</p> <p>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."</p>	None
Firaxis Games	XCOM 2	<p>"XCOM 2: Medium (bordering on Mild, since the story itself is based)</p> <ul style="list-style-type: none"> •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. •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. <p>One of the main characters is Lily Shen and she's hideous."</p>	Medium
Ryu Ga Gotoku Studio	Yakuza / Like A Dragon	<p>"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</p>	None/ Mild (0,

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 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."

"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.

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, foreigners etc. are portrayed both positively and negatively."

"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."

*"**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."*

"Yakuza 6: The Song of Life - None

Yakuza: Like a Dragon - None

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:

Direct link: <https://youtube.com/watch?v=9aGdeLPwOKE>

And by coincidence, the YouTube URL code for that has "wOKE" in the URL: 9aGdeLPwOKE)

1, 2, 3, 4,
5, 6, 7,
Gaiden,
IW)

Like a Dragon: Infinite Wealth - Mild, borderline none

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.

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."

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.