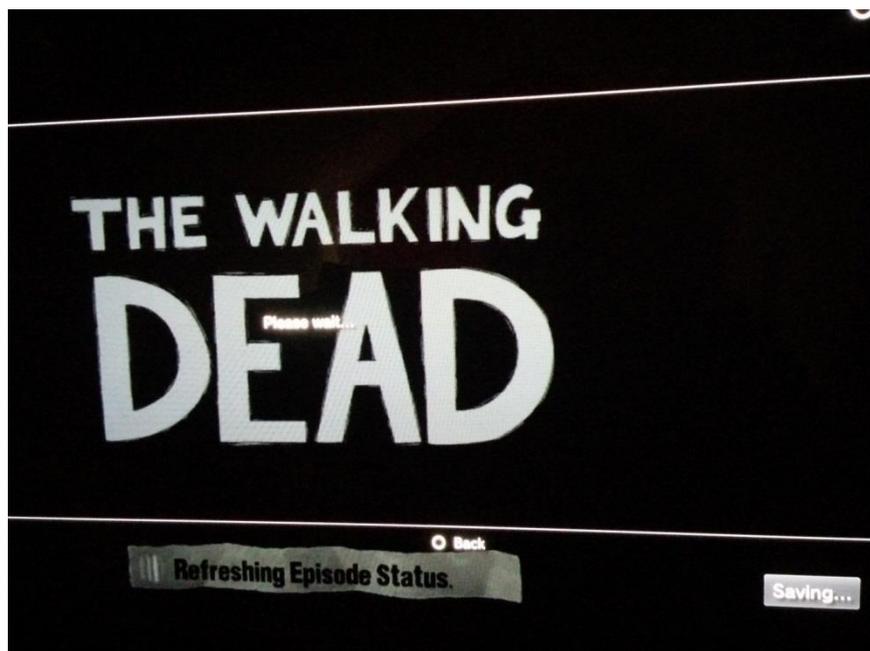




Today we'll be playing through the first episode of *The Walking Dead: Season One* from Telltale Games. A word of warning, as you might expect, this game features some strong language and gory scenes – if this isn't for you, please let me know and you can skip this session!

While the game is a single player experience, we'll be playing it in pairs, with one person operating the controls (you should take turns, though!). As a narrative-driven game, this kind of shared experience should work well, and is how many people actually choose to play the game.

When you start the game, you may be asked to log in to the PlayStation Network, or be presented with a screen like that below. In either case, just hit the circle button on the controller to cancel.



Once the game loads, press the X button to select the 'PLAY' option.

The controls are explained as you start to play the game, but the basic idea is that your left thumb moves your character around the screen while the right thumb controls where your on-screen cursor is positioned (so you use this to look around). There are lots of dialogue options presented throughout the game, which require you to select an appropriate answer using the PlayStation buttons (see the screenshot below).





You have only a limited amount of time to respond, and if you don't make a choice before the timer runs out, this is equivalent to saying nothing. Sometimes you'll be given the option of explicitly saying nothing, indicated by the ellipsis (...) symbol. Saying nothing can be a legitimate response!

Tip: You may find it useful to turn on the game's subtitles, particularly if you are sharing a space with another pair playing the game on another machine. The settings may be accessed by pressing the **Start** button on the PS3 controller.

Work through as much of the first episode as possible. We'll spend a little time discussing it at the end.

### Alternative activity

If you are unable to attend the session this week, the good news is that the first episode of *The Walking Dead* is free to play on most platforms. You should try to download and play the first episode (*A New Day*) on the platform of your choice (see the links below).

We'll be playing the game in pairs in the lab, so grab a friend and have them play along with you if you can. It's a single player game but there is ample opportunity for a second person to play along by watching what you do and perhaps questioning some of your decisions! You could also take turns controlling the game.

Assuming you play the game for around two hours you may not complete the episode but that's OK: you'll still experience a sufficient number of key events in the game. You may play longer if you wish to finish the episode, of course.

If none of the platforms below are available to you, please contact Matt to arrange use of one of our PS3s.

Android

<https://play.google.com/store/apps/details?id=com.telltalegames.walkingdead100&hl=en>

iOS

<https://itunes.apple.com/gb/app/walking-dead-the-game/id524731580>



Steam (Windows & Mac)

<http://store.steampowered.com/app/207610/>

PS3

[https://store.sonyentertainmentnetwork.com/#!/en-gb/games/the-walking-dead-%E2%80%93-episode-1-a-new-day/cid=EP2026-NPEB00957\\_00-WD1010000000KEY](https://store.sonyentertainmentnetwork.com/#!/en-gb/games/the-walking-dead-%E2%80%93-episode-1-a-new-day/cid=EP2026-NPEB00957_00-WD1010000000KEY)

Xbox 360

<http://marketplace.xbox.com/en-GB/Product/The-Walking-Dead/66acd000-77fe-1000-9115-d802584111de?cid=SLink>

### After playing the game

You may wish to consider some of these questions after you have completed the game.

- If you have been able to play the game with a friend, how did you decide who would take the controls? How important a role did communication play within your pair?
- Did you feel the game was a “means to explore themes of society, despair, survival and morality”?
- How did you choose between Duck and Shawn (the incident by the tractor)? Were you happy with your decision?
- Did you reflect on the ethical or social implications for your (in-game) actions?
- Were you able to make critical judgements about the characters’ motives?

If you have any thoughts about the game you’d like to share – related to the questions above or otherwise – please go ahead and post to the project blog at

<http://videogames.arts.gla.ac.uk/blog/>

