**Central Themes**

The game deals with a few key themes, which will ideally be expressed in the mechanics. The core theme is revenge, as our hero is unjustly killed in a horrific way. The NPCs which the player is encouraged to kill should therefore be reprehensible in some way, if not directly involved in the player’s fate. These will be specifically the officers of the Blue army, who will be present at the flaying of our hero, and should be shown to be unpleasant throughout the game’s scenes.

Another theme is one that’s present in the very context of the Revolutionary war, which is of collateral damage to innocent lives. The player should be aware that through the easy option of using non-vital NPCs to continue through puzzles they are committing the same atrocities that the Blues committed against the hero’s family.