

Jun 30 2025

I recently discovered that Red Dead Redemption 2 takes place before Red Dead Redemption 1, which made me upset. After all, I already wasn't experiencing it to its full extent because I didn't play the first game. However, now that the first game reveals what happens in the future, I have a completely different experience than I was supposed to have, because the writers of these games are geniuses like me. This forced me to go and watch a recap of Red Dead Redemption 1. From what I understand, the main character in this game is John Marston, an aging outlaw who was once part of a gang. He considered this gang family because of the considerable amount of time he spent with them, and he met his spouse, Abigail, and had his child, Jack, there. Now, when the West slowly became more and more industrialized, cowboys and outlaws were a fading myth, and gangs were being hunted down, he longed for a quiet life with his wife and son. Sadly, the government held his wife and kids hostage and wouldn't let them go until he hunted down the remaining members of his old gang: Bill Williamson, Javier Escuella, and Dutch Van Der Linde; some of my favorite characters from Red Dead Redemption 2.

When John talked about Dutch in Red Dead Redemption 1, he talked with fondness. He said that he was a great man, with great ideas, but he was corrupted by his power and the stress of leading. He described how his corruption led most of the gang to be killed off. Now, going into chapter 6 of Red Dead Redemption 2, I can see how he has started going corrupt. In Chapter 2, the camp was full and alive. It gave the feeling of a family. Now, 5 of the most important people have died; there is only fear and sadness. At the start, Arthur Morgan, the main protagonist, mentions how the Dutch advised against killing in cold blood, while near the end of chapter 4, he drowns a man and feeds him to an alligator. It isn't just him losing his nerve. Molly O'Shea, Dutch's wife, started having constant fights with Dutch because he wasn't giving her enough attention. One day, she comes to camp drunk and says that she was the one who told the authorities that Dutch was going to rob a bank. This is the reason that the police were able to shoot Hosea and Lenny. Dutch becomes furious at her and is about to pull his gun out, but Arthur stops him, saying she isn't worth it. Right before Dutch is about to let her go, Miss Grimshaw shoots her in the stomach with a shotgun, stating that this was how they dealt with betrayal. At first, I was angry at Molly for ratting, but then I tried to understand her position. There is never a part where she is the focus of a mission in the story, except in a brief moment where she tries to talk to Arthur about Dutch but is interrupted by another character who talks about a train robbery. You can see she is agitated about something, but walks away, realizing nobody cares. You can even listen in on her arguments if you come to camp at the right time. She becomes more aggressive to Arthur in in-game interactions as well as to the rest of the gang. I'm guessing in rage and sadness, she went to the authorities and told them about Dutch's plan, only focusing on hurting Dutch, unaware of the effect it may have on other important members of the gang. Anyways, at the end of Red Dead Redemption 1, John ends up shot and dies in the end, completing the story. However, I was confused about how the player can still explore the world if the main character is dead. I did some research and found that you continue exploring and playing as Jack Marston, John's son. I also heard that Arthur dies at the end of Red Dead Redemption 2, which brings the same problem. I've seen some gameplay that got me wondering if you play as a different character, like John Marston, after Arthur dies. Do you have to restart the game, similar to how they did in God of War 3 when Kratos dies at the end?

July 4 2025

I continued playing Red Dead Redemption 2 today. I went to camp for a mission with the Dutch, but suddenly, the Natives I had helped earlier arrived. Their leader, Eagle Flies, the son of Chief Rains Fall, announced they were going to take over a nearby oil factory in retaliation for the U.S. Army burning their villages. Rains Fall arrived begging them to stop, saying it was a trap and they would all die. Eagle Flies ignored this and rode with his men to the oil factory. Rains Fall begged Arthur to help stop Eagle Flies. Dutch gathered the gang and rode off to help Eagle Flies, leading the natives to their doom. When they reached the factory, Arthur and some other Natives broke off from the group to try and stop Eagle Flies. Driven by madness, Dutch took the rest of the gang to assist Eagle Flies, which led to the natives' downfall. At the factory, Arthur and the others confronted Eagle Flies, and Dutch, out of desperation, led the rest of the gang to fight alongside him. Eventually, they met up, and Arthur was forced to help the Natives fight the Army. Fortunately, Eagle Flies wasn't hurt, but many of his men were. Things got even worse afterward. While scavenging, Dutch and Arthur discovered bonds worth a few thousand dollars. They were just one step away from buying a boat for the gang and sailing off to a safer, more peaceful country. As they were about to leave, Arthur was ambushed and had to use all his strength to prevent an officer from stabbing him. During the struggle, the Dutch had a chance to save Arthur but walked away with the bonds instead. This is similar to what John Marston said happened to him during the bank robbery in Saint-Denis — he was caught by an officer, and Dutch could have done something, but he didn't. Arthur would've been dead if Eagle Flies hadn't shot the officer. Things got worse when Eagle Flies was shot by another officer, and Arthur hadn't noticed. In a split second, Arthur shot the officer, but the damage was already done. He hurried out carrying Eagle Flies on his back, trying to get him to his father at the Native reservation, hoping Rains Fall could save him. On the way, Arthur confronted Dutch about leaving him behind, but Dutch denied it. Arthur, Charles, and one of the Natives hurried on horseback to get Eagle Flies to his father, arriving just in time for him to die in his father's arms. When I got back to camp, I decided to do another mission with the Dutch. In this one Dutch takes the gang to rob a train. This could potentially be their last robbery before they'd be able to buy the boat. When they get to the position where the train would stop, becoming vulnerable, things don't go according to plan, and the train keeps moving. They are forced to jump onto the train from their horses and then rob it while it is moving. During this mission, John gets shot, which surprised me because for Red Dead Redemption 1 to happen, he would have to be alive. Either way, the robbery goes successfully to some extent, and they get the money they need. When we get back to camp, one of the women says the Pinkertons came in and kidnapped Abigail, John's wife. Dutch quickly abandons her, saying that they need to move on, while Arthur and Sadie disobey him and go off to rescue Abigail. While rescuing her, Arthur learns that Miss O'Shea wasn't the person who ratted out the group; it was Micah. Arthur rescues Abigail and sends her off to the place he told her son, Jack, to meet her. He then rides off to camp, with heavy music playing, to confront Micah. I think that this is the second-to-last mission of the story because the gang has almost completely fallen apart, but I also have doubts because I am only 70% through the story.

July 6 2025

That mission turned out to be the final “true” mission of Red Dead Redemption 2. The epilogue accounts for almost 30% of the game. After returning to camp, Arthur confronts Micah in front of the group. Micah tries to brush off the confrontation, claiming that Arthur is dying and losing his sanity. The argument escalates, resulting in every member of the gang drawing their weapons and pointing them at one another. Then, a voice calls out Dutch’s name. John Marston limps into camp, confronting Dutch for leaving him to die. In response, Dutch draws his guns and asks his followers to stand with him, telling the traitors to turn against him. John and Arthur are the only two not part of the crowd. The gang members point their guns at them as tension rises. Suddenly, a gunshot rings out—the Pinkertons have found the camp. What follows is a chaotic shootout, with John and Arthur escaping on their horses, closely pursued by the Pinkertons. They manage to flee far enough to reach a mountain, but Arthur’s horse gets shot during the chase. Arthur is then presented with a choice: go back to camp to collect the money or escape with John. I chose the only reasonable option—escaping with John. As they run up the mountain, Arthur gives John his hat and satchel, encouraging him to find his family and live his life. Arthur then stays behind to hold off the Pinkertons while John makes his escape. During this standoff, Arthur is knocked down by Micah, and his gun falls from his hand. This leads to a fistfight between Arthur and Micah. In the end, both men knock each other down, and Arthur crawls to grab his gun. Just as he reaches for it, Dutch stops his hand. Arthur tries to convince Dutch that Micah is the traitor, begging him to understand. However, when Dutch realizes that he doesn’t want to shoot Micah, he simply walks away. If you have high honor, you will witness the poignant scene where Micah leaves Arthur to crawl to the ledge and watch the sunrise in his final moments. If you have low honor, like I do, Micah doesn’t leave Arthur; instead, he shoots him in the face and laughs maniacally.

July 14 2025

It has been a couple of weeks since I beat Red Dead Redemption 2. This game, by far, had the best writing I’ve ever witnessed in my entire life; keep in mind, I’ve read Shakespeare. This game completely changed my perspective on gaming. My gameplay after beating the game versus at the start of the game has differences as well. At the start, I was having so much fun going around killing people, robbing people, tying them up and either putting them on train tracks or feeding them to alligators, and spamming the antagonize button on anyone’d came across. After beating the game, I play as a high honor John Marston. I go around helping whoever I can, and occasionally bounty hunting. After Arthur died, I had a new sense of mortality in gaming and wanted John Marston to leave a legacy on the world when he dies. The nice thing about Red Dead Redemption 2 is that it gives the player so much control over who the main character truly is at heart.

July 19 2025

I replayed the game to see how much better it would be if I took the high honor path of Arthur Morgan. This means as little killing as possible, not antagonizing anyone, always helping anyone you find, and not following random people until they get scared and run out of the town, leaving them vulnerable for you to tie them up and feed them to alligators; the usual. So far, I am not as low honor as I was on my original gameplay, but I still didn't have enough to be considered high honor. Tonight, I might hop on just to spend my whole hour catching fish and throwing them back to regain the honor lost from spamming and antagonizing people, hoping they give me an excuse to fight them. I also want to experience some of the side missions and question marks on the map as Arthur. On my first play through, I was focused on finishing the main story or going on killing sprees. This time, I want to take my time and enjoy the game as Arthur because I know what happens to him at the end. I wanted to make sure he had a significant positive impact on the gang members after he died as well, because if you visit his grave after you reach 100% completion, there are tons of flowers there if he was high honor, but nothing if he was low honor.

July 25 2025

I'm thinking of trying to commit genocide in all of the towns in Red Dead Redemption 2. Let me back up. It was just a normal night on the game. I was playing as John Marston, wearing a bright orange tuxedo and riding my horse through the dark streets of Saint Denis. I then saw a police officer start beating up a civilian. Naturally, I stepped in to intervene. When I called for the cop to stop, he turned his attention to me and attacked. I tried to defuse the situation, but he kept chasing me. Eventually, I threw a punch and knocked him out. Suddenly, I have the wanted notification on the top right of my screen, and cops are flooding in from everywhere to kill me. I realize this is too much for me to handle, so I ride off on the fastest horse in the game, a beautiful white saudi-arabian horse, Bob, when they shoot him twice in the neck. He falls to the ground. Any person who has played Red Dead Redemption before can understand the guilt and sadness one feels when they lose their horse. I didn't know what to do. I didn't have enough time to mourn my loss, however. The cops were advancing on the barrel I was hiding behind, and I was running out of ammunition, so I jumped onto the conveniently placed trolley that was driving by me. I then jumped off because I realized the trolley was too slow and stole a random horse and rode off in a random direction to escape. I managed to get to the small town of Valentine before I allowed myself to refuel with a drink, a bath, and a restock of ammunition. This brings me to where I am now. I must get revenge for Bob by diminishing the population of Valentine, Rhodes, and Saint Denis, respectively. I'm thinking of using fire bottles and dynamite for Valentine because it is the smallest and least protected town out of the three, and the structures are nicely packed together and look flammable. I haven't worked out what I'll do for Rhodes, but I will hopefully be able to get my hands on a Gatling gun for Saint Denis because I learned not so long ago, they have a very high security system. It might not even be possible if the game auto-spawns in cops when you do a bad thing, which will just result in me running out of ammunition by the first town and dying.