



[Spoilers] When you get older you realize how the ending couldn't have gone any other way. self:Firewatch
Submitted 9 months ago · by w_v

...because it's exactly like real life. People you bond with later in life will never truly care about you as much as you think they do (or should.)

This is especially true with hyper-social people who are really good at making moments of shared experience feel *so important right now*.

It's like that episode of *Louie*, where he befriends (is saved from drowning by) the cool young lifeguard who then shows Louie the time of his life the day before he's scheduled to leave Miami. At the last minute Louie extends his trip a few more days to keep hanging out which only results in an awkward conversation: "Oh... you stuck around? Cool, yeah, uh, sure, we can keep chilling together, I guess... I mean, I got shit to do but... yeah."

It's not sociopathic. It's just the different ways in which people expose themselves. Some people have multiple, intense, fleeting relationships and others have few, guarded, long-lasting ones. If you're the latter, woe is you when you befriend the former.

I wouldn't say Delilah is bi-polar, or a forty year-old MPDG, but I was surprised at how Ned's impromptu "psych evaluation" of both Henry and her was pretty spot on. In the end, of course Delilah isn't going to wait for Henry. She's forty years old. She's had these flings before. She's clearly been burned (lolpun) and you've got baggage too.

At forty, life is not a romance novel anymore—but that doesn't stop people from using vulnerability as a powerful social tool.

One of my favorite quotes from Saul Alinsky:

"Life is a corrupting process from the time a child learns to play his mother off against his father in the politics of when to go to bed; he who fears corruption fears life."

TL;DR: The game is a pretty hardcore age-check. If you thought *duh, of course she wouldn't stay for you, no matter what you said or did, then you've lived long enough for it to happen to you over and over again.*

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[-] **chrisremo** 81 points 9 months ago

Thank you for this post. Your mention of that Louie episode is so incredibly on-point. It's exactly that. I love that show more than I love pretty much any other show, because it captures so many of these parts of adulthood like no other television show I've seen.

There's a certain way in which adulthood builds on the narcissism of adolescence (when everything that you care about feels like the most important thing in the world) but then sort of crushes it with the self-awareness that comes from perspective, as you realize nobody really cares about the stuff in your own head the way you do, or jumps to the same assumptions about their actions or yours.

Our main goal (well, I can't speak for anyone else on the team—see above realities) was to make a game that feels like it could only be about adults. Even if they do some dumb shit that adults shouldn't do if they're thinking straight.

I understand the plot pacing criticisms of the last section of the game and I don't think it's my place to try and rebut them, and anyway some of those criticisms I think are valid. (Live and learn, right? Next time...) But the way Henry and Delilah's combined story wrapped up is pretty much what we wanted to deliver.

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[-] **groosha** 14 points 9 months ago

First, sorry for my bad English.

Second, there's one idea I personally think should have been realized in this game. On day 0 (even before you first hear Delilah) you see deer walking in the forest. It would have been nice, if on the last day when walking to the heli (or **SPOILER** not catching it) Henry sees that deer again.

From my opinion, it would make the story "complete", returning it to the beginning: you enter the forest alone and depressed and you leave it alone and depressed.

And thanks for this awesome game, it almost made me cry sometimes.

male, 23
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[-] **Tactful** 2 points 9 months ago

That would have been so cool and nice. A ton of work though, rigging modelling and animating a live deer.

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[-] **groosha** 4 points 9 months ago

Probably not a ton. They already have deer model with animation of running (in the very beginning of the game). But yes, it's time-consuming task.

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[-] **RyanB_** 6 points 9 months ago

Well hey, I enjoyed the ending. The Brian bit was pretty sad, and I honestly sympathized with Ned quite a bit. Thought it was well put together and realistic.

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[-] **SteveHM** 4 points 9 months ago

I think it's a fantastic game. I've read the criticisms and the perceived plot holes and red herring theories and I don't buy any of it. I have minor quibbles; no shadowy figure slamming the gate closed, not being able to use the fishing rod, no baseball cap in the accidental selfie and not being able to get the photos you've taken if you play on PS4 - as I say, minor. It's beautiful in looks, score and soundscape. It's engaging, it's scary, it's mysterious, it's flirtatious, it's humorous and it's totally believable. Would make a great movie but works wonderfully as a game.

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[-] **You_and_I_in_Unison** 2 points 4 months ago

5 month later, for no reason at all, just gonna coment this game was the shit. Love this post, this comment, and this thread. Good stuff.

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[-] **bonch** 16 points 9 months ago*

No point in life is a romance novel; to me, their ages were a way to give them meaningful, regretful pasts. My impression is that the game was about a weird, intense period of time that ends as quickly as it started. I'm reminded of the movie *The Sandlot*, where all these crazy things happen and friendships form, then afterward everyone drifts apart, and it was really just a blip in time lasting only a summer. In this case, though, it's jaded adults experiencing an intense escapism that ends as suddenly as it began.

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[-] **SmallChildArsonist** 6 points 9 months ago

I'm reminded of the movie *The Sandlot*, where all these crazy things happen and friendships form, then afterward everyone drifts apart, and it was really just a blip in time lasting only a summer

For my generation, we called that "Stand By Me" and it captured the exact same feeling at the end.

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[-] **bonch** 3 points 9 months ago

Good example. I forgot about that one.

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[-] **Eyezupguardian** 10 points 9 months ago

That notch link was also very interesting, where did you find it op?

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[-] **w_v** [S] 17 points 9 months ago*

It's a disturbing "game" that Notch finished at the peak of his emotional troubles before bowing out of the gaming industry.

It shows.
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[-] **TheMattAttack** 11 points 9 months ago

Beautifully said.

Even at 20 I've had those experiences. I'm not quite old enough yet to where I got the point of no hope for seeing her (because I did have hopes), but I have complete understanding of why.

I will say that as I'm getting older and it's becoming more difficult to make friends and easier to lose them, that this has hit me in a particiulier way. I've dreamed of running away from my troubles deep into a remote wilderness in a cabin somewhere, but when then there's no escaping it - it just gives you all the free time in the world to let your mind wonder graciously into it.

Reflecting now, I'm actually incredibly sad yet humbled after finishing the game 20 minutes ago. Depressingly sad yet feeling the need to tie up loose ends on previous friendships and such. I think I'm going to do that tomorrow.

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[-] **w_v** [S] 9 points 9 months ago

it's becoming more difficult to make friends and easier to lose them

This could very well be a motto for adulthood.

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[-] **thetimetabler** 1 point 9 months ago

You completely nailed exactly how I feel. I'm 20 too and completely relate to what you said. I judge games, films and books on how much they move me, and for a game to make me feel like I am right now is pretty impressive.

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[-] **[deleted]** 14 points 9 months ago*

I love the ending for exactly the reasons you've said, but my main problem with it was honestly the pacing. The rest of the game gave you time to explore and take in the story, but the entire ending day was just conclusion piled on to you in a small amount of time. Even if they just made the evacuation the day after the whole "Ned did it" reveal, I think the ending would have felt a lot more natural.

Edit(mobile,sorry for mistakes): In a song preformed by and orchestra or band, there is often a marked rest at the end of the music, where the band doesn't play, and the audience doesn't applaud. This is done to let the music resonate with the audience, the silence being just as important as the song. Firewatch doesn't have this, and gives no time for the ending to resonate. Hours after my initial playtime, I am beginning to appreciate the ending, but that could have been accomplished in have with a more drawn out ending (doesn't even have to be anything special, Henry walking in the woods to get his car would suffice). Anyway, just a revelation I had.

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[-] **Grayspence** 3 points 9 months ago

I completely agree with you here. Had the evacuation happened a day later, and if we had been given even a small cutscene of Henry going back in the elevator you come out of at the start of the game, even that would be enough to make the ending resonate a little harder at first.

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[-] **eachna** 2 points 9 months ago*

Even if they just made the evacuation the day after the whole "Ned did it" reveal, I think the ending would have felt a lot more natural.

The pacing in the game was really "off". For the end, it made no (story) sense to make Henry run through a burning forest to find Ned's Hideout, so Delilah could get the "full" story. I realize we the players get the full story at the same time, but why is Delilah sending you to track down the beeping signal when she knows you have to evacuate in just a couple hours? Because *she's* curious? If she wants to know that bad, why doesn't she come pick up the tracker and find it herself?

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[-] **groosha** 4 points 9 months ago

Maybe she doesn't want to meet Henry face to face so she tries to catch heli before Henry arrives?

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[-] **eachna** 4 points 9 months ago*

Maybe she doesn't want to meet Henry face to face so she tries to catch heli before Henry arrives?

Yes. That's exactly what happens. But it still doesn't explain why she *sends Henry into a burning forest* purely because *she's curious about a beeping noise*. Henry doesn't really care. Delilah is the one who insists he goes.

You've already gotten the explanation "Ned Did It." From a pacing perspective, you only need to find Ned's hideout to get an explanation how he did some of what he did (you can see discarded versions of his falsified reports, you can see he's building his own electronics, you can see he was the one harassing the two girl campers as he has some of their stuff, etc.) That trip to Ned's cave is the final wrap-up. It's the scene in a Sherlock Holmes story where Holmes tells Watson how the crime was done so Watson can admire it.

From a narrative experience, I'll repeat this for a third time. *DELLAH SENDS HENRY INTO A BURNING FOREST TO CHECK OUT A*

BEEPING NOISE ONLY SHE CARES ABOUT. Unless the intention is to give us the impression she's trying to get Henry killed, that's weak storytelling and badly paced. For better pacing she should send Henry out to get the final wrap-up *BEFORE THE FOREST IS BURNING DOWN AROUND HIM* :D.

If she wants anyone to go into the burning forest to check out a noise only she cares about...she should be a strong independent woman and get her lazy ass out of her chair and check it for herself.

Edit: She has already demanded Henry engage in B&E and criminal trespassing, and possibly theft and academic sabotage. I'd have to replay the relevant areas to see if those last two were her idea or Henry's. So what's a little involuntary manslaughter on top of it?

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↑ [\[-\] groosha 4 points](#) 9 months ago

↓ As you may notice in docs in tech shelter (sorry for my bad English, I'm talking about that low place with radar and that beeping thing), Henry is easily controllable. What is more, he's shocked and frightened (he doesn't know who was listening to them), he wants to solve this puzzle before he finally leaves the forest.

So, my answer is: Delilah manipulates Henry (even if she doesn't want to) and that's why he follows the "radar"

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↑ [\[-\] eachna 3 points](#) 9 months ago*

↓ So, my answer is: Delilah manipulates Henry (even if she doesn't want to) and that's why he follows the "radar"

Yes. That is my point. Henry is manipulated by Delilah to find out what is causing the beeping.

Delilah sending Henry into the burning forest is a bad thing. She isn't showing love, and she isn't showing friendship, and she isn't showing respect.

Also, she is being lazy. Women should not send men to do all the boring or risky work they don't want to do. We can take care of ourselves.

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↑ [\[-\] Sr_Laowai 9 points](#) 9 months ago

↓ Yeah, you're probably right. But that's not to say it couldn't have happened! It would be [like that scene from Cast Away](#). You think you're doing what you want to do, but you just realize it's not actually the right thing to do.

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↑ [\[-\] w_v \[S\] 10 points](#) 9 months ago*

↓ I like that scene from Cast Away.

Oof, yeah I forgot about that scene. Right in the feels.

They'd have to remove player agency for the last part because, let's face it: Most kids would choose "hook up happily ever after" instead of the truer, disappointing-as-life-really-is ending.

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↑ [\[-\] Eyezupguardian 3 points](#) 9 months ago

↓ This scene makes me cry but the real scene that makes me bawl is the one where he's in the middle of an intersection of miles of road stretching every which way and deciding whether or not to return to the woman he left a package for, or going east west, or north.

That just gets deeper all the time

Its left open ended but i think that's the point. He trusted in fate that he'd be guided back home, and then found the love of his life had moved on. He puts that package down and says on it that it saved his life, and now he's gotta decide whether he believes in fate enough to see that woman [the angel wings on the truck] or whether he goes anywhere else he would want to go in the world.

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↑ [\[-\] iwascuddles 8 points](#) 9 months ago

↓ I like this post.

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↑ [\[-\] JolanjJoestar 3 points](#) 9 months ago

↓ I regret clicking that link in the end of your post. I'm sad now. I'm in my twenties, I shouldn't have to feel this. ;W;

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↑ [\[-\] SteveHM 3 points](#) 9 months ago*

↓ I got two very different outcomes in terms of Delilah in my two playthrough's. In the first she was definitely not going to be looking me up in Boulder and in the second she definitely was. The difference was mostly in the way things were said rather than what was said.

Subtle and clever.

I would disagree with your point about relationships later in life not being as strong as early relationships. I've been married twice, once for ten months in my early 20s and once for 18 years, with various relationships around those two significant ones. My current relationship is with someone I wish I'd met in my 20s, it finally feels like I've finally met the right person. We are so good together and have a very trusting, committed relationship with good communication and a strong bond. I don't think it's that unusual, although I feel very fortunate.

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↑ [\[-\] Eyezupguardian 6 points](#) 9 months ago

↓ 100 percent right OP, i was talking about this in another thread [here](#)

As you get older things stop being so neatly fixable [relationships, injuries, heartaches, you name it] so the game really did a number on me emotionally.

Henry's story really resonated with [me](#) for a number of reasons but that feeling of having unending duties, being the good guy, and then wanting to run away from the world and isolate yourself is something i day dream on and off about all the time.

This game hit me hard precisely because there was no payoff. Its like fucking real life. When you're young life is like a video game, and when you get older the videogame is like life.

Things don't always get resolved to satisfaction. Delilah probably won't get with Henry (she's got a lot of issues to work through) and Henry has the responsibilities of his wife Julia to think about.

I mean it was pitch perfect, and this is what i am talking about when i mean an adult game.

A game where mostly its going to be Adult's that can understand and relate to that feeling.

This is what i want to see more of. Games dealing with complex real life problems while putting it into a beautiful backdrop both environmentally and story wise. I think the reason why F is for Family and Bojack horseman is so popular is because its hitting those late 20 somethings, 30 somethings and so on with Nostalgia in the case of F is for Family, and Depression/regret in the case of Bojack Horseman. Its not meant to be laugh out loud funny but its meant to resonate deeply.

Going back to Firewatch, It is a game i will remember for a long time.

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↑ [\[-\] NotSoConcerned 2 points](#) 9 months ago*

↓ Honestly, I was digging it more when it seemed like their relationship would stick more to a friendship type thing. Then all of a sudden she literally seemed like she was wanting to set up a sex date.

idk..after that it just kinda through me off and made the whole thing seem iffy. You got Henry who is coming off the devastating situation that is happening with his wife. To him coming into the woods to have a love(sex) connection with a woman who knows you have some shit going on? The whole relationship aspect that people tout seems really over hyped in my opinion. I'm actually surprised that some people actually wanted them to end up in a romantic relationship. Just seems like a really fucked up way for them to get together when you think about it.

The whole mystery part didn't seem to fit that well for me. The girls "missing" for a few weeks with no real mention or concern until you think someone is stalking you. Just didn't really make much sense other than to tie it in with a dialogue quip. I would have loved if it just stuck to a friendship tone. Alluding to more to than that didn't sit right with me. I could go on more but I think it would just be rambling at that point.

This game has great voice acting, looks great, and the story is still pretty good(at least the first half). Though, it was made to be way more than it is and it obviously has hurt it. I came in with low expectations and would still recommend it.

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↑ [\[-\] SlickYT 5 points](#) 9 months ago

↓ I'm only 16 so I was just like "WILL THESE TWO JUST BANG ALREADY?"

Just kidding, but by reading this, I understand the ending just a bit more.

Insert thumbs up and smiley faces.

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↑ [\[-\] troubleshoot 4 points](#) 9 months ago

↓ Nice post, I'm surprised everybody seems to have asked her to stay, by that point I knew Delilah was no good for Henry, so I didn't as her to wait, no point in forcing an unnecessary risk and didn't try and line up plans to meet up down the line, didn't more people do this?

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↑ [\[-\] bonch 4 points](#) 9 months ago

↓ I didn't pursue any romantic options with her on my first playthrough. It didn't seem like she had real feelings but was instead just lonely, and I felt devotion to Julia.

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↑ [\[-\] Sr_Laowai 7 points](#) 9 months ago

↓ I think it's because at that point, even though it didn't feel right, we just wanted one last chance to know if we could **see** her or not.

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↑ [\[-\] callcifer 1 point](#) 9 months ago

↓ I also didn't ask her to stay, but I did it in a childish reverse psychology sense, hoping that by asking her to leave, she would instead end up waiting for me. She set me straight by leaving, and that's what makes this game great :)

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↑ [\[-\] Chubtoaster 5 points](#) 9 months ago

↓ Well-written.

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↑ [\[-\] croy_00 3 points](#) 9 months ago

↓ Maybe, but this was the definition of leading you on, with the worst ending in any game I have experienced in the past 5 years.

When a story doesn't make you want more, but rather makes you question why you wasted your time on a steaming piece, it was a failure.

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↑ [\[-\] NobodyPro 4 points](#) 9 months ago

↓ I have a list of movies you would hate and it starts with Memento.

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↑ [\[-\] therightclique 1 point](#) 9 months ago

↓ But Memento is fantastic. This game was a letdown. It has nothing to do with age. I'm 34. I've experience a lot of heartache, grief, mourning and complex emotions.

I get what they were *trying* to do with the ending. They just didn't do it correctly.

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↑ [\[-\] bunnymud 2 points](#) 9 months ago*

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↑ [\[-\] w_v \[S\] 6 points](#) 9 months ago*

↓ Yes. That's why I talked about whether D is bipolar or not. She's not, obviously, but you meet a lot of people that will treat you this way in real life. It's why you learn pretty quickly not to go around falling in love with just anyone who shows you the slightest bit of affection.

Some people never figure this out and become bitter and hateful, when the truth is they were simply vulnerable, naïve, and didn't know

how to navigate a high-intensity emotional landscape.

Hm. That could be a good description of Firewatch: Hiking through an emotional landscape.

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↑ [\[-\] bunnymud 1 point](#) 9 months ago*

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↑ [\[-\] eachna 3 points](#) 9 months ago

↓ We discover plenty of her issues: she's an alcoholic, she's unable to maintain close personal relationships, she's negligent and sloppy at her work, and she's self-absorbed. I don't think she's bipolar. I think she's just an amoral person.

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↑ [\[-\] Kazzerscout 1 point](#) 9 months ago

↓ Yeah, she seemed to show some of the telltale signs of highs and lows that sufferers fluctuate between.

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↑ [\[-\] M4karov 1 point](#) 9 months ago

↓ Very true.

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↑ [\[-\] xts 3 points](#) 9 months ago

↓ As someone who is bridging the gap between worlds and soon to "sell-out" to "The Man" I find your comment is incredibly on-point.

You see people go past you every day. Just yesterday, I was in an antiques store. Wall to ceiling full of fascinating old stuff. Expensive old stuff. Things like the trails and supply caches in Firewatch, [touched by hundreds of hands as they moved through life](#).

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↑ [\[-\] thisdesignup 1 point](#) 9 months ago

↓ I agree with you except the part about age. It does take much age to experience unrequited emotions, simply caring about someone more than they care about you, or not in the same way, and that being a problem in the relationship.

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↑ [\[-\] x3na03 1 point](#) 9 months ago

↓ I didn't like the ending. Because it was so much like real life. So, I guess I loved it in a way. Ugh, I don't know. It still feels a bit bitter.

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↑ [\[-\] runyonave 1 point](#) 9 months ago

↓ Great interpretation!

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↑ [\[-\] requieminadream 1 point](#) 9 months ago

↓ Nailed it.

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↑ [\[-\] methodandred 1 point](#) 9 months ago

↓ I wrote out a long whole post but I keep trying to formulate thoughts, and god dammit, you just chin checked me so hard into realizing "fuck wait I'm kind of actually am getting old" in a serious way, because, I've been having a mild crisis about that, and also been angry at myself because honestly, I'm *not that old*.

I knew she wouldn't stay, no matter what I said; I couldn't help but have Henry ask her to, though. I needed at least Henry to have hope, there.

Besides being a really good point worded really well, I'm now annoyingly falling into some serious introspective analysis now about why that was so weirdly important for me, I jumped at that moment, *YES, YES HENRY, TRY, I NEED AT LEAST YOU TO BELIEVE IN THIS SHIT, BECAUSE GOD KNOWS I CANT*.

So I guess fuck thank you.

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↑ [\[-\] machete234 1 point](#) 9 months ago

↓ Oh man I was just 50% sad after finishing the game, now Im at 90 or so.

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↑ [\[-\] GreenVoltage 1 point](#) 8 months ago

↓ Absolutley.

When I was a teenager, I would have 100% stayed in a lookout tower with an approaching fire because of some summer fling guy, because "love rules all! I LOVE HIIM"

Now? Nope, not in a million years. I would be out so fast I would have laughed at him when he told me to "wait". "No, what? there's another helicopter coming.. I'm not waiting for you? what would I do that for?"

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↑ [\[-\] HammerSquish 1 point](#) 8 months ago*

↓ Is it weird that I thought the same thing, but I'm nowhere near an age that would be considered as old? I don't mean to say that in a 'Ooh, look at how mature and wise I am beyond my years', but...I don't know. Something about this game really clicked with the way I'm feeling right now.

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↑ [\[-\] AbstractCategory 1 point](#) 7 months ago

↓ This ended up being a ramble. Perks of insomnia. But anyway, you say it's an age-check, but more than anything I think it's a cynicism check. I'm just a kid (18), but I thought the ending was perfect, and was happy he didn't actually meet Delilah; I knew it would only be disappointing if he did, because I don't think I've ever met anyone who turned out to be what I thought they were. I don't think one needs to live long to learn that life is often mundane, relationships are never exactly what you want them to be, and sometimes things just fall apart for no clear reason at all. The feeling I'm experiencing currently, having just seen the ending of the game (I don't have a way to play it for myself, so I had to watch Sips play it), reminds me a lot of how I felt after I finished The Stranger, by Camus. A sort of satisfied emptiness. That feeling that everything turned out shit, and in hindsight you wouldn't have it any other way. Sorry again for the ramble.

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↑ [\[-\] deathday 1 point](#) 6 months ago

↓ I was disappointed because Delilah is such a cunt. I mean who withholds information that could save teenage girls' lives just because you might get in a tiny bit of trouble by your involvement? And if that's not bad enough, she did it again at the end of the game by not disclosing the information about Brian's body. Fuck Delilah. She's the worst. Apparently didn't learn a lesson about lying when she failed to tell anybody that Brian was with his PTSD dad in the woods in the first place.

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