

## ***80 Days: The Hardships of Servitude***

by Angeline James

While exploring the game 80 days I noticed a few theories being incorporated within the game. This game was not your typical video game. This game was a reading game where your choices shaped the course of the game. By doing so, sometimes my choices went against my moral values depending on the situation. The creator, Meg Jayanth, did a great job with making the gamer feel the emotions of Passpartaut as if it were us.

In the beginning of this game I immediately dislike the fact that I (Passpartaut) was being dragged around the world for 80 days just to keep up with the masters (Fogg) ego of being a rich British man who can go around the world for his own personal pleasure. I felt a sense of servitude while playing this game. Everything that I attempted to do in order to please Fogg was always looked down upon by him. For example, while in France, Fogg made Passpartaut fight a gang of trained boxers just to watch him get beat up. Fogg knows that Passpartaut is a little man and doesn't have lots of muscle to defend himself. Passpartaut had to endure this treatment because his master wanted him to. Fogg had no regard of the pain Passpartaut felt physically, emotionally and mentally. With Fogg, there was always an issue, nothing that I did was satisfying enough for him to accept Passpartaut as a person. In the game, Fogg and Passpartaut ran out of money in the city of Quetta and we had to sleep on the streets. When the bank opened in the morning Fogg couldn't withdraw the entire amount we needed to continue our journey but, he had enough money to sleep in a hotel for a few days until we could enough cash to leave the city. Fogg kicked Passpartaut out of his hotel room and made him sleep on the street for three days. By the time our train was getting ready to departure Passpartaut was nearly dead from the

heat strokes throughout the night. Fogg got himself a glass of water on the ride and didn't offer Passpartaut a drink of the water or even if he was thirsty at all. This made me very angry because Fogg was treating Passpartaut badly and I couldn't do anything to make him be nice to Passpartaut. Suddenly Fogg got motion sickness from the ride and he in turned needed to be taken care of. Passpartaut had no other choice but to do everything in his power to ensures Fogg's survival or he would've been broke and alone in the middle of no man's land. This made Passpartaut very anger, he felt that it was completely unfair to have to save a person's life who treats him like dirt.

I decided to do further research on servitude and the countries that were most targeted by this the acts of servitude and I found Africa had tremendous genocides and colonial conquering by the British. According to this functionalist perspective, "slavery in Africa, unlike the plantation slavery of the New World, was essentially social in origin, domestic in character, and economically marginal to the societies in which it was found" (Ellis, 94.) This reminded me of a scene within the game where Passpartaut was forced to participate in a slave trade of the Congo tribe. Fogg ordered him to do this because he said that "nothing more would brighten up my day than to see you serve me just as the slaves will serve my fellow brothers." Passpartaut felt extremely bad for the slaves and he sobbed dearly because he sees himself in all of them. By this time Fogg caught a common cold due to the weather change from the different countries. There was an option to escape Fogg and leave him by running off into the juggle after the sell was over. I didn't choose this option because I figured I would die without Fogg and end up getting sold myself to one of the British settlers. Historians of the Gold Coast and, more recently, historians

of colonial emancipation have been unanimous in concluding that British legislation had an enormous impact on the institution of slavery and on the socio-economic or political status quo in the late nineteenth century Gold Coast According to (Ellis, 77). These innocent people had their land stolen as well as their family and culture. It made me think about Passpartaut life and his family background. The game doesn't get into where he came from and what his roots were, but I noticed the comparison of the feeling of anomie and being obligated to fulfill a person every need because their life depended on it. Throughout the game I personally felt the pain of Passpartaut and all the people he came across that were just as oppressed as him. I put myself in their shoes and it frustrated me because I couldn't do anything to change their situation on social class in this situation. I even found myself crying at one point in the game because Passpartaut and to watch a family being ripped apart and sold to different British men." The objective of the of British policy was consistent with official British attitudes on the Coast since the abolition of the external slave trade in 1807 which accepted that slavery and other forms of involuntary servitude served the economic and political aims of the British administration. It was not until this policy came under attack from abolitionists in England, moreover, that the official mythology of benevolent slavery as a stabilizing political and social force began to come to the fore-front" (Bernstein 82.)

As I continued to explore the game I started to see that the Marxist theory was also heavily used in the game. While playing the game I noticed the portion of the class theory of Marxism to be embedded in the game. The class theory divides people into two social classes which are the bourgeoisie and the proletariat. "The bourgeoisie are the ruling class or upper class and the proletariats are the working class or the poor. Fogg and Passpartaut are a good representation on these two social classes because Fogg is the master and Passpartaut is

considered and treated as the worker. The bourgeoisie benefits off the backs of the proletariat from their hard labor. Fogg is rich, and he has the financial and social means to do whatever he wants to do. The bourgeoisie may, by their position within capitalist society, have power, resources, and opportunity in their favor, but only the proletariat has access to the insights which are necessary for victory; in other words, the proletariat has truth on its side. Class consciousness, then, must be a concrete determinable thing; it is not whatever those individuals belonging to the proletarian class" (Fischer, 84.) I say this to shine light on the class difference between Passpartaut and Fogg. Passpartaut is a poor French man and in this game French men weren't highly accepted in the Haitian community. Fogg and Passpartaut arrived in Haiti and Passpartaut was extremely nervous. Fogg knew that Passpartaut would not be favored here and he wanted to see what his experience would be like in the country. During this time the people of Haiti were revolting against the French colonialism. This was an extremely dangerous situation for Passpartaut to be in. Fogg and Passpartaut were roaming through the streets looking for something to eat. The people of the community were very mean to the both of them and would not offer them any food. They finally found a fish market on the coast of the island and purchased some food. Not too long after, the French army started to attack the people that were on the streets selling their goods. There was an option for Fogg and Passpartaut to help the French men or get killed by them if they tried to defend the Haitians. Unfortunately, I had to choose the options of fighting with then Frenchmen in order to save Passpartaut and Fogg's live. Even though Passpartaut had no hard feelings toward the Haitians he still belonged to a certain social group and he was still Fogg's servant. This means that Passpartaut was forced physically and mentally to hurt these people. After the French men defeated this small area of the island their attempted to enslave the people and force them to grow sugar cane as a part of Marxist

capitalism. Capitalism thrives off the trading system of supply and demand, this system is still relevant today. Bernstein defined a capitalist as “anyone who owns a certain amount of property, regardless of that individual's relationship to or control over the means of production within the society.” His view focused on the division between rich and poor rather than that between capitalist and proletariat. (Fischer 94.) this is the kind of power Fogg had over Passpartaut. He owns everything Passpartaut owns and he always profits off him one way or another. In the game I wished I could've made Passpartaut a little stronger, but it is my sensitive die that got him in a lot of situations.

Class consciousness was displayed by the Haitian people in the game. The idea of class consciousness is that when the working class becomes aware of their misery then they will unite to revolt against their oppressor. “The negative analysis of capitalism is also necessary in order to understand the formation of class consciousness within the proletariat; by trying to pursue their goals within a context that makes it impossible for them to be realized, the workers gain the necessary understanding of the workings of the total system and are thus able to overthrow it.” This is what the Haitian did eventually to gain their independence but luckily Passpartaut and Fogg got out of the country before the war ended. Through the game it became more difficult for me to protect him and Fogg along with doing what was morally and ethically right throughout the game. This was a little frustrating because I didn't want him to hurt anyone nor did I want them both to be hurt.

Everywhere Passpartaut and Fogg traveled their always seemed to be a feeling of lost in Passpartaut. He feels like he has been tainted by all of the things Fogg ordered him to do in his favor. This shows the impact of control the Fogg has on Passpartaut life because he is always

sad, and he never feels like he is good enough to make things work with Fogg. When we were in London the social class rules became evident.

The last theory I've decided to use to help further explain the context of the game 80 days is the psychoanalytical theory. As psychoanalytic theory tells us, we all encounter life-events, as we grow up, that shape our psychological development, and these early experiences tend to play out in our adult lives (Tyson, 81.) Throughout the game Passpartaut had to make numerous decisions that could've affected his mental capacity. From being used to sell slaves, steal, and hurt people all played a major role in the way Passpartaut thought about things. Closer to the end of the game Fogg started to fall ill and Passpartaut wondered if he should put Fogg out his misery. Fogg and Passpartaut arrived in Manila and this when Fogg began to become extremely ill. Fogg was running a very high temperature and he had uncontrollable diarrhea. He needed to be rushed to the hospital quickly for medical treatment. Turns out Fogg had been affected with a disease called Cholera. This disease affects people and animals they have been drinking contaminated water or eating contaminated food with harmful bacteria in it. This disease could cause a person to die within hours if not treated effectively. Fogg was near death when we arrived at the Russian Memorial hospital. This is the first time Passpartaut had wished that Fogg was dead. This a big deal breaker in the point in the game because I made Passpartaut to be very well mannered and sweet regardless of the situation. At this point the rage had become too much and Passpartaut couldn't hold in it any longer. I had a choice to inject Fogg's IV line with acid to kill him. I sat and thought long and hard before making this fatal decision. I wasn't sure where Passpartaut would've ended up had I chose that option. Amazing I chose to let Fogg live and stay with him in the hospital for a few days until he recovered. All of the bad things that Fogg made Passpartaut do was unbelievable, but I made it to where he had a little compassion for him even

though he hasn't been the nice to him. Although Passpartaut made a good decision, he started to pick up one some bad habits. The habit was alcohol, it became too hard for me to let him endure the things he was going through, so I introduced him to drinking to numb the pain. Along the journey Passpartaut began to drink heavily. On the last few stops we traveled to Passpartaut was nearly drunk in every country. When Passpartaut got drunk he also got violent, this was a representation of what he was going through himself. He liked to fight when he was drunk because at times when Fogg got drunk he would beat Passpartaut for any reason he could find. When Passpartaut got into fights while drunk he always had flashbacks of what happened to him which causes him to be more enraged. At this point Passpartaut had become to reckless and almost cost both himself and Fogg their lives.

Our lack of awareness of our own psychological problems is what makes us so vulnerable to them. This is solely why I chose for Passpartaut to act in the way that he did, he didn't believe he had a mental issue because other people did the same things when they were under the influence. In France both Passpartaut had gotten drunk together for the first time and that situation didn't end up pretty. They were awaiting a train to the next stop and decided to stop by the bar for drinks to pass the time. When they arrived at the bar, everything seemed to be going well. They met new people who were also traveling to explore some parts of the world as well. The bar tender noticed that Fogg and Passpartaut had spent lots of money on shots and drinks and he advised them to slow up on the drinking before they became too intoxicated to handle themselves. Both Fogg and Passpartaut had taken the bartender's words out of context. Fogg got up and started yell loudly at the bar tender telling him "I am an British man and I can do whatever I want to do!" then Passpartaut got up to defend his master. This was very odd to me because Fogg is the same person who beat and oppressed Passpartaut throughout the whole

journey. This becomes the result of mental and physical abuse. When the oppressed starts to love and defend their oppressor it becomes a real issue. They have been brainwashed at this point and I would take some serious self-searching to stop this issue. It was sadly too late for Passpartaut though, he had no family and no one to care or love him. The only love he knew was from his oppressor and that isn't the kind of love a person deserves. Even though Passpartaut never had anyone to truly show him what love really is like, this is the only kind of love he knows. The love that is beaten, oppressed, and broken. This can open the door for more psychological issues for Passpartaut which is something that I didn't want to happen to him. Luckily, while in France a woman caught Passpartaut attention after his chaos at the bar with Fogg. She was a slim talk French woman and she was very attracted to Fogg. In another scene Fogg and the woman ended up having sex and they fell in love with each other. For the first time in his life Passpartaut actually felt that he meant something to someone. Fogg seen this connection between the two and decided to intervene. He told the lady that Passpartaut was his servant and how she could never have a future with him. This crushed both Passpartaut and his new-found lover because they both couldn't do anything to change his situation. In conclusion I found this game to very diverse and knowledgeable. Meg Jayanth made it to where we could be in someone else's shoes and see the world from their point of view. This gave me an insight on how things were for people that were oppressed back in the old days.

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### References

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