

*Red Dead Redemption 2* is a 2018 western video game from the *Red Dead* franchise. It explores the twilight years of the Wild West through its narrative and playable protagonist, Arthur Morgan, an aging outlaw at the end of his life. In my essay, I argue that the multilayered portrayal present in the medium of video games makes it possible for Arthur to represent different versions of the western hero, from the classic western hero to the anti-hero of revisionist westerns. In addition to this, I also explore how these clashing portrayals can coexist within the space afforded by video games.