This document contains the content warning regarding the visual novel *nuit blanche;*. The game contains highly triggering content (visual and textual) and scenes.
This tab contains more vague, general spoilers. For more detailed spoilers, please go to the dedicated tab.

nuit blanche; includes content regarding:

- queerphobia
- sexual abuse
- mental health
- self-harm
- eating disorders
- parasocial relationship
- violence and terrorism

QUEERPHOBIA

- A huge theme of the game is the protagonist's internalised acephobia. The word "asexuality" is never used in game, but his experience is very clearly written as repressed asexuality. That leads him to dangerous sexual practices and unhealthy, obsessive behaviour.
- Similarly, the protagonist gets pressured into losing his virginity by his friends.
- Biphobia when it comes to bisexual men (the protagonist suspects a bi man to use him to prove he is straight).
- Use of the f-word.

SEXUAL CONTENT AND ABUSE

- Crude, explicit language when it comes to sex.
- Mention and representation of grooming.
- Visual representation of a sexual intercourse with dubious content, in a context that is however undeniably abusive.
- A character sexually assaults another by sticking his face to his groin.
- A character is blamed for being a victim of grooming and is being blamed for wanting it.
- A groomer uses verbal degradation on their victim.

MENTAL HEALTH

- Academic anxiety and impostor syndrome.
- Representation of the impact of years of grooming on a character.
- Explicit and visual representations of self-harm.
- Representation of a character with an eating disorder (anorexia nervosa).
- The protagonist has hallucinations.
- Obsessive behaviour leading to stalking.
- Representation of metaphorical drowning.
- A character commits suicide.

SELF-HARM (including eating disorders)

- A character starves themself, and the game has representations of them losing weight and being dangerously thin. The character ends up barely able to walk at the end of the game. The goal of this behaviour is explicitly stated as a will to harm themself.
- The eating disorder also includes the character making themself throw up.
- Some comments made by this character about an overweight person touches on fatphobia (implying this person shouldn't be able to attract anyone because they're fat).
- A character beats themself, leaving bruises on their body. Those are explicitly represented in the game at several instances.
- A character cuts their veins open, leaving scars on their body. Those are represented in the game at several instances, including a focus on their arm with bleeding veins.
- A character commits suicide.

PARASOCIAL RELATIONSHIPS

A character develops an unhealthy obsession for a celebrity. This includes:

- stalking their social media;
- collecting data about them to the point of filling several hard drives;
- writing erotic fanfiction involving them;
- masturbating to pictures of them (represented in game);
- sexually assaulting them (sticking their face to the celebrity's groin);
- planning to kill the person the celebrity is allegedly in love with.

VIOLENCE AND TERRORISM

- A character is shown murdering others (who are not real people however).
- A character plans to shoot a celebrity in a concert hall (nothing actually happens).
- Characters represented hurt, bleeding, even shot.