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NeoGAF
BELIEVE

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Greatest use of religious imagery/settings in games?

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MrOogieBoogie
BioShock Infinite is like playing some homeless guy's vivid imagination
(11-06-2012, 08:50 PM)

Quote

Greatest use of religious imagery/settings in games? #1

I'm not religious, but I absolutely love religious art and architecture as a backdrop for horror (see: The Exorcist).

Thief Gold is one of the most disturbing games I've ever played precisely due to its amazing level design layered with some chilling and powerful religious imagery. There's something unnerving about sneaking around dimly-lit hallways littered with portraits of beheadings and The Devil and creepy statues just sitting there.

Check out some of the screens on this page to get an idea of what I mean, though none of them are that great, unfortunately.

Scratches is another game that heavily relies on religion to tell its story and set its atmosphere, and it works so well because you just happen to be trapped by your lonesome in an old, Victorian mansion.

Last edited by MrOogieBoogie; 11-06-2012 at 08:53 PM.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(11-06-2012, 08:52 PM)
#2
Quote

CHAN

That last pic is really creepy, Jesus Christ.

DJIzana
Member
(11-06-2012, 09:00 PM)
#3
Quote

Final Fantasy Versus XIII should count... even though the game isn't out yet. This looks freaking AMAZING.

Meccanical
Member
(11-06-2012, 09:01 PM)
#4
Quote

> Originally Posted by **DJNoctis**
> Final Fantasy Versus XIII should count... even though the game isn't out yet. This looks freaking AMAZING.

DJNoctis stop reminding me that Versus exist!

>:(

DJIzana
Member
(11-06-2012, 09:02 PM)
#5
Quote

> Originally Posted by **Meccanical**
> DJNoctis stop reminding me that Versus exist!
>
> >:(

I will NOT! :P

Seriously though... that one scene, the fight during the reveal trailer. Very amazing religious places used.

Nibel #6
Member
(11-06-2012, 09:03 PM)
Quote

I just fought two gargoyles on the roof of a cathedral in Dark Souls.

Yeah, that game destroys a bunch of other games in that regard. Lot of religious imagery in it.

Yoshichan #7
I've played over 500 hours of DMC2 and consider the game good.
(11-06-2012, 09:03 PM)
Quote

> Originally Posted by **DJNoctis**
> Final Fantasy Versus XIII should count... even though the game isn't out yet. This looks freaking AMAZING.

Nice picture, who's the artist?

> Originally Posted by **Meccanical**
> DJNoctis stop reminding me that Versus exist!
>
> >:(

What's Versus? Doesn't ring a bell.

destrudo #8
Member
(11-06-2012, 09:05 PM)
Quote

Xenogears is the first thing that came to mind.

But I'm having a hard time finding specific screenshots.

Last edited by destrudo; 11-06-2012 at 09:07 PM.

Meccanical #9
Member
(11-06-2012, 09:05 PM)
Quote

Back on topic, the only thing that pops into my head when someone mentions religion and video games is Xenogears/saga.

I don't want to say that it has the best use of religious themes or imagery though because I never bothered trying to understand it.

Bomber Bob #10
Banned
(11-06-2012, 09:06 PM)
Quote

Xenogears!

Snapshot King #11
Member
(11-06-2012, 09:06 PM)

> Originally Posted by **destrudo**
> Xenogears is the first thing that came to mind.

Quote

> I'm trying to find screenshots, but it's proving to be a little difficult.

Xenogears went totally bonkers for religious imagery and plot.

Meccanical
Member
(11-06-2012, 09:07 PM)

#12

Quote

> Originally Posted by **Snapshot King**
> Xenogears went totally bonkers for religious imagery and plot.

Yeeaaahh...it really did.

EatChildren
Ask me about being a Vogue Australia cover model.
(11-06-2012, 09:07 PM)

#13

Quote

Bayonetta. I've mentioned it in other threads, but I adored the artistic interpretation of the armies of heaven. The strike a nice balance between terror, majesty and otherworldliness that avoid the conventions of heaven being full of fabric draped, harp playing pussies. Especially the higher ranking creatures, which in design capture the fearful "wrath of god", while still maintaining a dignity and holiness, if intimidating.

I also liked that the artists drew upon Roman Catholic iconography of porcelain whites and extravagant, borderline sinful wealth, to keep the creatures still looking 'pure' and 'heavenly' even within their otherwise obscure designs.

Fortitudo is a good example of what I mean.

Neuromancer
The Mayuh of f'n Bawston
(11-06-2012, 09:08 PM)

#14

Quote

> Originally Posted by **Yoshichan**
> That last pic is really creepy, Jesus Christ.

It's a real painting

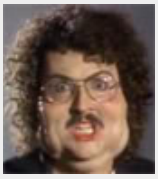
http://en.wikipedia.org/wiki/The_Hands_Resist_Him

joe2187
owns a house that doesn't even have piss-covered floors.
(11-06-2012, 09:09 PM)
Quote

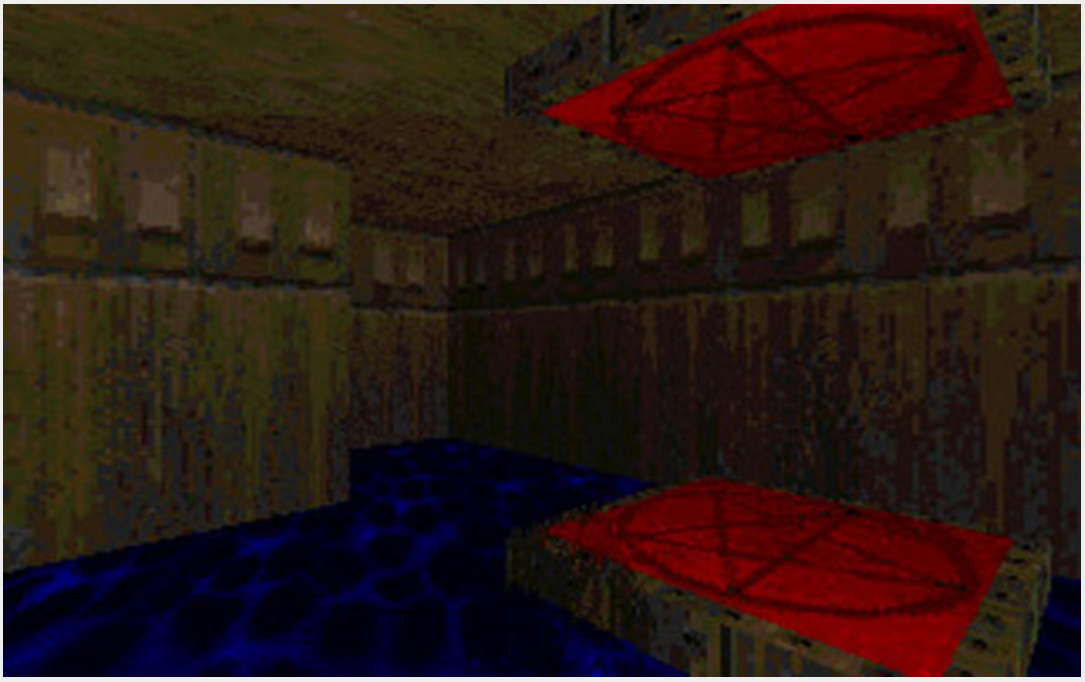
#15

Isnt Asassins creed basically one big Dan brown novel?

lethial
Member
(11-06-2012, 09:10 PM)
Quote



#16



Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(11-06-2012, 09:10 PM)
Quote

CHAN

#17

> Originally Posted by **destrudo**
> Xenogears is the first thing that came to mind.
>
> But I'm having a hard time finding specific screenshots.

Meccanical
Member
(11-06-2012, 09:11 PM)
Quote

Oh man, Jesus Chu Chu never gets old.

#18

Yoshichan
I've played over 500 hours

Also, I'm pretty sure that you could have Mary Magdalene (reincarnated) in your party group in

#19

of DMC2 and consider the game good.
(11-06-2012, 09:12 PM)
Quote

Xenosaga.

Meccanical
Member
(11-06-2012, 09:14 PM)
Quote

#20

> Originally Posted by **Yoshichan**
> Also, I'm pretty sure that you could have Mary Magdalene (reincarnated) in your party group in Xenosaga.

Yep, AKA [redacted]

I have now idea how, why, or when that happened.

I just want to pilot robots and judo throw enemies Xenosaga, why are you so crazy.

Last edited by Meccanical; 11-06-2012 at 09:27 PM.

Kiraly
Member
(11-06-2012, 09:14 PM)
Quote

#21

Assassin's Creed II is brilliant and very accurate.

MagiusNecros
Gilgamesh Fan Annoyance
(11-06-2012, 09:15 PM)
Quote

#22

Silent Hill

Pitmonkey
Junior Member
(11-06-2012, 09:16 PM)
Quote

#23

Assassin's Creed II and Brotherhood are a given here. I remember Eternal Darkness having some pretty epic moments as well in terms of imagery and architecture.

IdreamofHIME
Member
(11-06-2012, 09:17 PM)
Quote

#24

Well Asura's Wrath is basically a love letter to the mythology and iconology of Buddhism.

http://art-eater.com/2012/01/a-buddh...-asuras-wrath/

A nice little guide to many of the inspirations.

joe2187
owns a house that doesn't even have piss-covered floors.
(11-06-2012, 09:17 PM)
Quote

#25

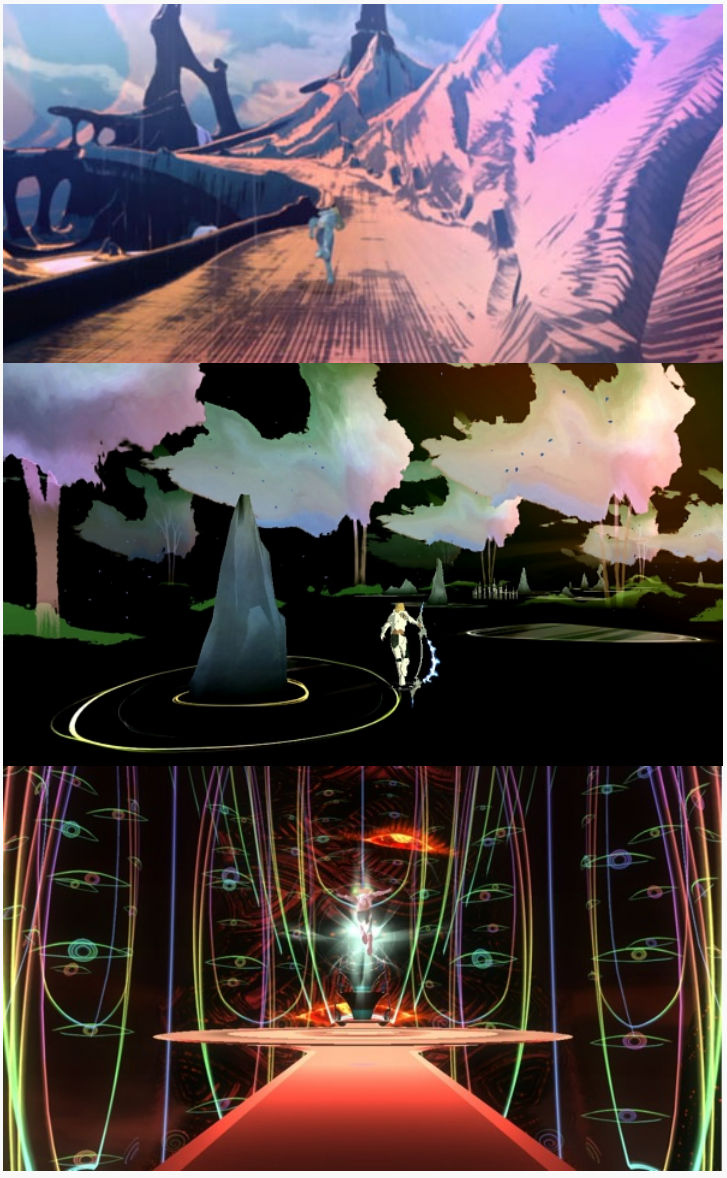
> Originally Posted by **Kiraly**
> Assassin's Creed II is brilliant and very accurate.

Shinta
Banned
(11-06-2012, 09:20 PM)
Quote

#26

I loved El-Shaddai. Everyone calls Journey a spiritual game, but I was a bit let down to finally reach my destination and have it all just fade to white light. It takes more creativity to really pin down what a heavenly realm would look like, and actually hammer out the design of it.

Where Journey stops, El-Shaddai begins.



B.K.
Member
(11-06-2012, 09:26 PM)
Quote

#27

> Originally Posted by **Meccanical**
> Yep, AKA [redacted]

Fixed.

Meccanical
Member
(11-06-2012, 09:26 PM)
Quote

#28

> Originally Posted by **B.K.**
> Fixed.

Thanks, I knew her eyes changed to something lol.

Pitmonkey
Junior Member
(11-06-2012, 09:27 PM)
Quote

#29

Lets not forget the God of War series, although thats more mythologies than anything, still brilliant depictions.

enzo_gt
tagged by Blackace
(11-06-2012, 09:28 PM)
Quote

#30

> Originally Posted by **Shinta**
> I loved El-Shaddai. Everyone calls Journey a spiritual game, but I was a bit let down to finally reach my destination and have it all just fade to white light. It takes more creativity to really pin down what a heavenly realm would look like, and actually hammer out the design of it.
>
> Where Journey stops, El-Shaddai begins.

I WILL play this game before I die.

Goddamn that art. Like nothing else out there.

carfo
Banned
(11-06-2012, 09:28 PM)
Quote

#31

> Originally Posted by **Yoshichan**

Exactly what I thought of before clicking this thread.

Yoshichan
I've played over 500 hours of DMC2 and consider the game good.
(11-06-2012, 09:30 PM)
Quote

CHAN

#32

> Originally Posted by **Pitmonkey**
> Lets not forget the God of War series, although thats more mythologies than anything, still brilliant depictions.

Brilliant, yes... until Santa Monica decided to make Kratos way too evil for his own good, and slaughter everyone and everything on the planet. At that point it just got ridiculous :(

Meccanical
Member
(11-06-2012, 09:31 PM)
Quote

#33

> Originally Posted by **enzo_gt**
> I WILL play this game before I die.
>
> Goddamn that art. Like nothing else out there.

I must warn you, the game may look pretty, but I found the gameplay painfully mediocre.

atomic moth
Member
(11-06-2012, 09:32 PM)
Quote

#34

I'll come back later and edit this with some Tekken images. Devils, angels, cathedrals, etc.

Shinta
Banned
(11-06-2012, 09:33 PM)
Quote

#35

> Originally Posted by **Meccanical**
> I must warn you, the game may look pretty, but I found the gameplay painfully mediocre.

Certainly better gameplay than Journey though, which is basically just walking forward. I agree, the gameplay isn't up to DMC or Bayonetta standards. But, the combat system has more depth than it seems at first glance. They don't tell you all the moves so you have to play around with the timing to get all the different commands. When I added up all the different attacks and weapons, it was over 20 different types of attacks, if I remember correctly.

The primary draw is the art though. The soundtrack also has a few gems.

Silver Haze
Hellfire Scream

I definitely still recommend the game, especially for the cheap price it must be now.

Last edited by Shinta; 11-06-2012 at 09:35 PM.

Meccanical
Member
(11-06-2012, 09:36 PM)
Quote

#36

> Originally Posted by **Shinta**
> Certainly better gameplay than Journey though, which is basically just walking forward. I agree, the gameplay isn't up to DMC or Bayonetta standards. But, the combat system has more depth than it seems at first glance. They don't tell you all the moves so you have to play around with the timing to get all the different commands. When I added up all the different attacks and weapons, it was over 20 different types of attacks, if I remember correctly.

I must confess I only played the demo, so I never deeply explored the combat system, so maybe it is better in the full game.

Gianni Merryman
Member
(11-06-2012, 09:36 PM)
Quote

#37

Eternal darkness had some nice levels taking place inside a cathedral, the music - religious choirs - was also very evocative.

enzo_gt
tagged by Blackace
(11-06-2012, 09:37 PM)
Quote

#38

> Originally Posted by **Meccanical**
> I must confess I only played the demo, so I never deeply explored the combat system, so maybe it is better in the full game.

Is there a demo on 360 and if so is it still up?

Meccanical
Member
(11-06-2012, 09:38 PM)
Quote

#39

> Originally Posted by **enzo_gt**
> Is there a demo on 360 and if so is it still up?

There was, not sure if it is still up.

ComputerMKII
Banned
(11-06-2012, 09:40 PM)
Quote

#40

Assassin's Creed Brotherhood.

Mista Koo
Member
(11-06-2012, 09:43 PM)
Quote

#41

Castlevania. It's probably more gothic than religious, but it has to be one of the stronger themes within gaming.

Margalis
Banned
(11-06-2012, 09:46 PM)
Quote

#42

> Originally Posted by **Pitmonkey**
> Lets not forget the God of War series, although thats more mythologies than anything, still brilliant depictions.

God of War's take on Greek mythology is embarrassingly bad. "Brilliant depictions" wut? Pandora's Box as a power-up equivalent to a mushroom in Mario...

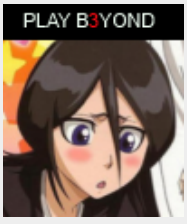
---

metalmania4evr
Member
(11-06-2012, 09:47 PM)
Quote

#43

Doom 3

Sub_Level
Member
(11-06-2012, 09:48 PM)
Quote

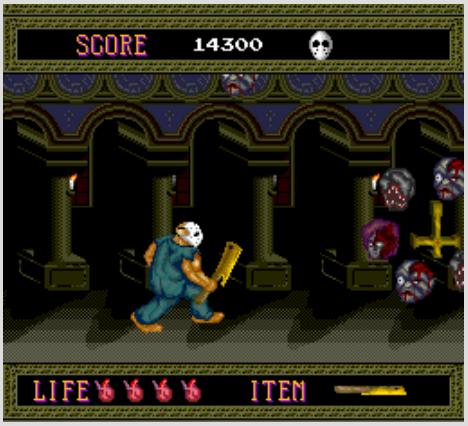


#44

The Devil May Cry series is great with this kind of thing.

Bayonetta
irresponsible vagina leak
(11-06-2012, 09:48 PM)
Quote

#45



Pitmonkey
Junior Member
(11-06-2012, 09:49 PM)
Quote

#46

> Originally Posted by **Margalis**
> God of War's take on Greek mythology is embarrassingly bad. "Brilliant depictions" wut? Pandora's Box as a power-up equivalent to a mushroom in Mario...

Not all of it is good, but some is. The power of Poseidon comes to mind.

BurnOutBrighter
Banned
(11-06-2012, 09:50 PM)
Quote

#47

Castlevania: Lords of Shadow has some great environments and a lot of God-of-War-ised Western folklore (trolls, vampires, werewolves, fairies etc.)

Last edited by BurnOutBrighter; 11-06-2012 at 09:56 PM.

legacyzero
Member
(11-06-2012, 09:50 PM)
Quote

#48

> Originally Posted by **destrudo**
> Xenogears is the first thing that came to mind.
>
> But I'm having a hard time finding specific screenshots.

Came in hoping for Xenogears.

I'm proud of you GAF.

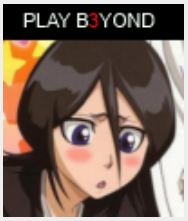
Dantis
Member
(11-06-2012, 09:53 PM)
Quote

#49

No mention of SMT?

What is this.

Sub_Level
Member
(11-06-2012, 09:55 PM)
Quote



#50

> Originally Posted by **Dantis**
> No mention of SMT?
>
> What is this.

SMT goes a little overboard sometimes I think. I still vividly remember fighting Hippy Jesus Christ in Persona 4.

jbueno
Member

#51

DAT TITLE SCREEN. Coupled with Schubert´s Ave Maria in the background, I think this works

(11-06-2012, 09:55 PM)

Quote

great.

Though actually Hitman 2 delved more into religion and corruption, with 47 helping the priest out and making heavy donations to the church for redemption of his sins.

benny_a
extra source of jiggaflops
(11-06-2012, 09:56 PM)

#52

Quote

Uses the jewish religion as a backdrop to a game where you play a Rabbi.

NEO0MJ
Member
(11-06-2012, 09:56 PM)

#53

Quote

> Originally Posted by **EatChildren**
>
> Bayonetta. I've mentioned it in other threads, but I adored the artistic interpretation of the armies of heaven. The strike a nice balance between terror, majesty and otherworldliness that avoid the conventions of heaven being full of fabric draped, harp playing pussies. Especially the higher ranking creatures, which in design capture the fearful "wrath of god", while still maintaining a dignity and holiness, if intimidating.
>
> I also liked that the artists drew upon Roman Catholic iconography of porcelain whites and extravagant, borderline sinful wealth, to keep the creatures still looking 'pure' and 'heavenly' even within their otherwise obscure designs.
>
> Fortitudo is a good example of what I mean.

I like your way of putting it.

As for me, hmmm. A lot of the easy ones have already been used. I guess tales of symphonia?

Last edited by NEO0MJ; 11-06-2012 at 09:58 PM.

The Mana Legend
Banned
(11-06-2012, 09:56 PM)
Quote

#54

> Originally Posted by **Yoshichan**
>
>
>

I never got to this part in Xenogears because of how boring I found the game, but these pictures creep me out even though the top one is ruined by Monty Python.

TheOGB
Shots Shots Shots
(11-06-2012, 10:02 PM)
Quote

#55

Why'd it take so long for El Shaddai to show up

The combat was really simple, but pretty fun in the long run; it could've easily gone stale, but thankfully, it didn't. Art is, of course, fucking gorgeous, and the story was interesting. Just such a solid package. One of my favorite games ever, and definitely my best purchase this gen.

And yeah, Journey just didn't do enough for me, but damn it looked good

Korigama
Member
(11-06-2012, 10:04 PM)
Quote

#56

> Originally Posted by **Sub_Level**
>
> SMT goes a little overboard sometimes I think. I still vividly remember fighting Hippy Jesus Christ in Persona 4.

That was Persona 3...even though he wasn't Jesus so much as a guy who kinda looked like him and

carried a gun (hence some people calling him "Revolver Jesus").

Last edited by Korigama; 11-06-2012 at 10:07 PM.

ComputerMKII
Banned
(11-06-2012, 10:06 PM)
Quote

#57

I played this game for the setting only (I couldn't care less about God of War-like games) and it was worth it.

Last edited by ComputerMKII; 11-06-2012 at 10:08 PM.

Snapshot King
Member
(11-06-2012, 10:07 PM)
Quote

#58

> Originally Posted by **Korigama**
> That was Persona 3.

He's talking about a different hippie jesus that is in fact in p4.

V_Arnold
Member
(11-06-2012, 10:09 PM)
Quote

#59

El Shaddai is an obvious choice, because it does not try to hide what it is. One of my favorites in this generation.

Dark Souls is another contender. Spirituality and darkness lingers everywhere. You have the opposite of a blessed world. And that is very hard to pull off without going into the usual cliche territory. Dark Souls pulls it off, and what a swag it has, thanks to that.

I would also give honorable mention to **Shenmue**, because it might not have too many churches, but it has spirit, and it has "beliefs" in it. And it portrays them perfectly.

(...and we could go on and on. Grandia II. FFX. Nier. Hm....)

Korigama
Member
(11-06-2012, 10:10 PM)
Quote

#60

> Originally Posted by **Snapshot King**
> He's talking about a different hippie jesus that is in fact in p4.

Hm, can't say I remember at all then. Not unless he's talking about [redacted], that is.

John Rabbit
Member
(11-06-2012, 10:12 PM)
Quote

#61

the first silent hill games.

Beefwheat
Junior Member
(11-06-2012, 10:17 PM)

#62

Quote

Originally Posted by **MrOogieBoogie**

Mild derail first: that painting is called "The Hands Resist Him" and has two 'sequels', both of which are significantly less creepy. Also the original once enjoyed some time in the internet spotlight as part of an eBay auction claiming that it was cursed.

On-topic, I'd nominate Safer Sephiroth. I haven't played FF7 in a very long time so in my memory this form comes basically out of nowhere, thematically speaking. On the other hand, it worked! I was raised Christian and so the significance of the wings and halo were not lost. The design resonated with me and really sold the fight as a "Big Deal". The music certainly did not hurt either.

Waldo Lydecker
Member
(11-06-2012, 10:18 PM)
Quote

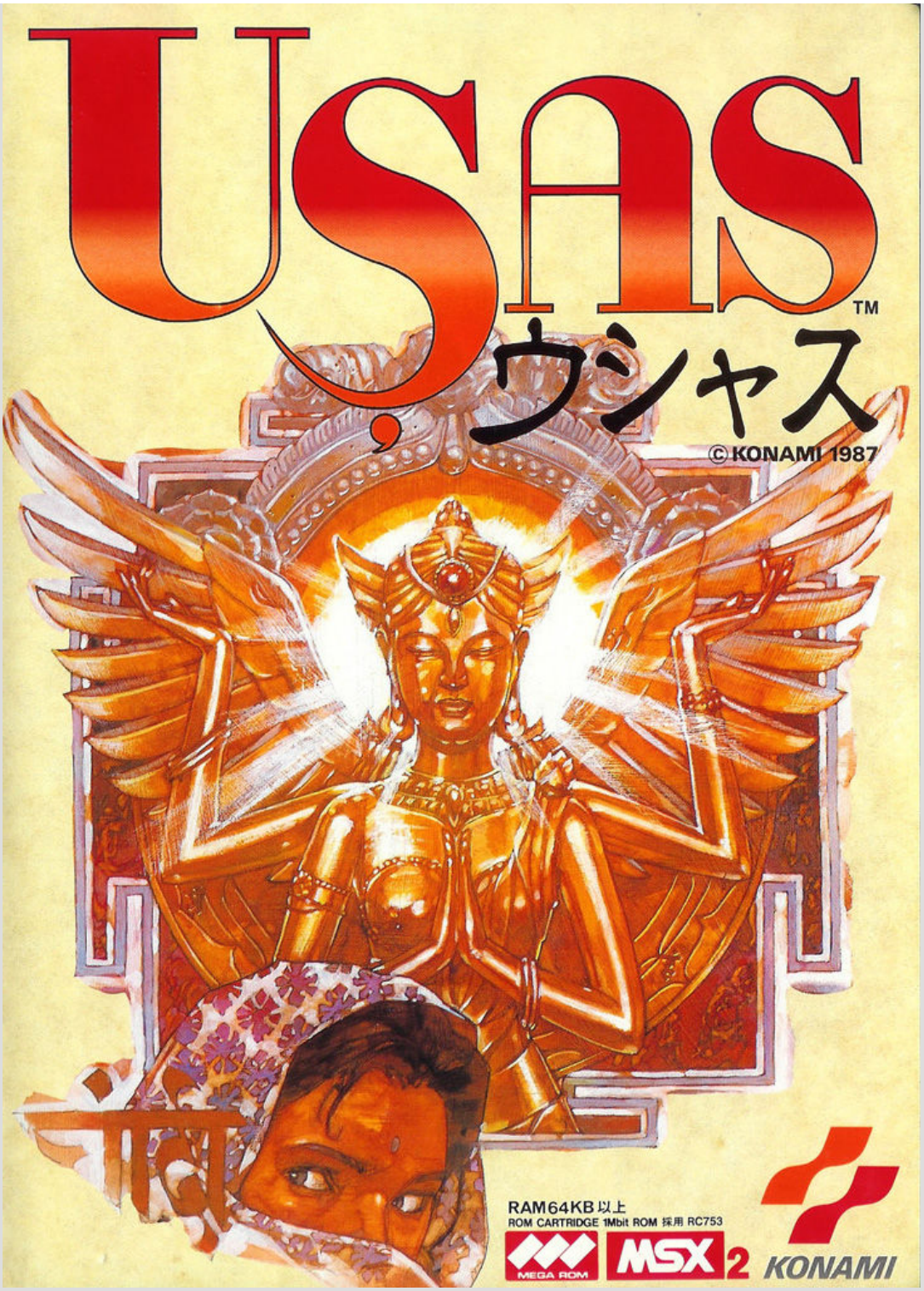
#63

Usas (MSX) from Konami

This great forgotten classic from Konami features great use of Eastern religious imagery.

For more info check this:

http://www.youtube.com/watch?v=zNMZtQiteO0



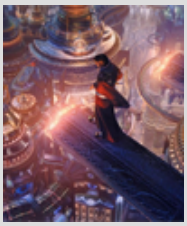
ComputerMKII
Banned
(11-06-2012, 10:19 PM)
Quote

#64

> Originally Posted by **Beefwheat**
>
> Mild derail first: that painting is called "The Hands Resist Him" and [URL=" two 'sequels'[/URL], both of which are significantly less creepy. Also the original once enjoyed some time in the internet spotlight as part of an eBay auction claiming that it was cursed.
>
> [IMG][/IMG]
>
> On-topic, I'd nominate Safer Sephiroth. I haven't played FF7 in a very long time so in my memory this form comes basically out of nowhere, thematically speaking. On the other hand, it worked! I was raised Christian and so the significance of the wings and halo were not lost. The design resonated with me and really sold the fight as a "Big Deal". The music certainly did not hurt either.

Aren't wings pagan?

King of the Potato People
Member
(11-06-2012, 10:26 PM)
Quote

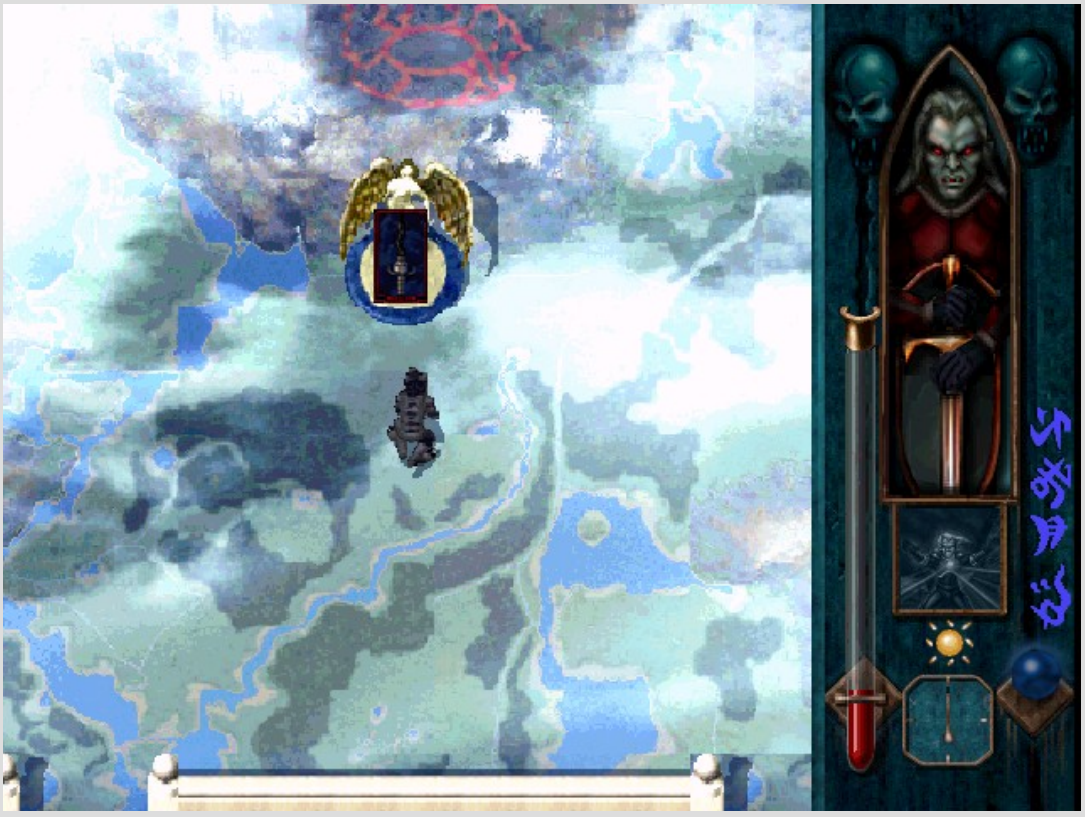


#65

Avernus Cathedral in Blood Omen/Legacy of Kain: Defiance

The inside is split into different realms.

One represents heaven.



The basement represents hell.

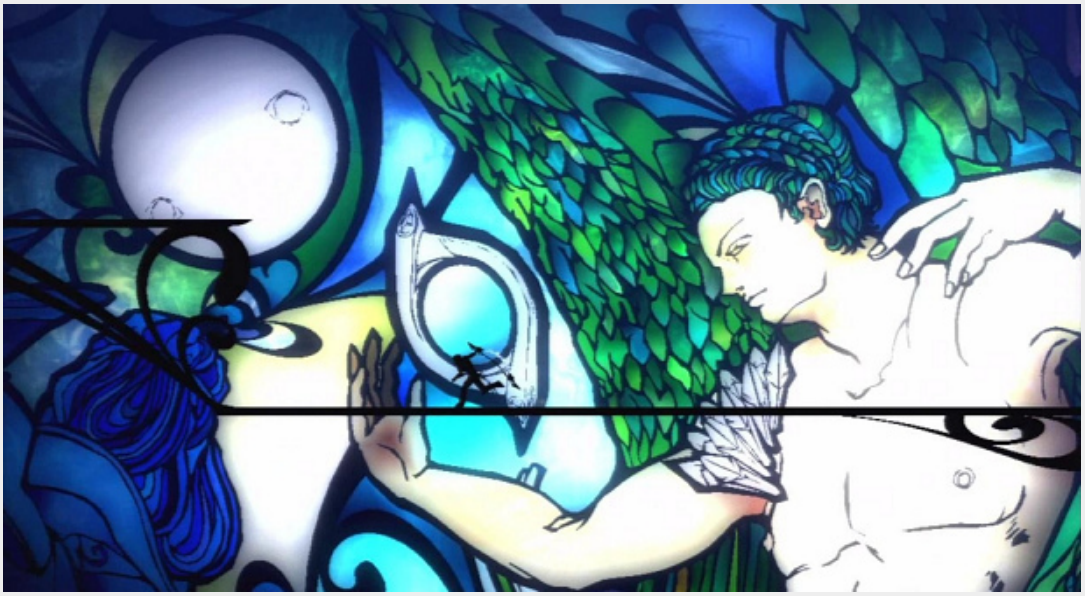
The Soul Reaver weapon is held by an angel, which foreshadows Raziel who uses it as the main character in Soul Reaver.

Acquiescence
Member
(11-06-2012, 10:46 PM)
Quote

#66

El Shaddai all the way. That game is steeped in religious imagery.

There's a small side-scrolling section where you're in a cathedral of sorts, and the background consists of a huge stained-glass window. It's just a platforming segment, there's no combat, and a serene choral track can be heard while playing through it. The whole spiritual vibe of this level in particular I found incredibly enveloping.



Beefwheat
Junior Member
(11-06-2012, 10:46 PM)
Quote

#67

> Originally Posted by **Computer**
> Aren't wings pagan?

I don't think so? There's Cherubim all over the Old Testament and they are definitely said to have wings. Also there's the four living creatures in Revelation. Six wings each and eyes *everywhere*. Poor tryphophobes...

phisheep
NeoGAF's Chief Barrister
(11-06-2012, 10:50 PM)

#68

Okami.

Quote

The whole thing is basically a retelling of Shinto mythology.

---

etiolate
Banned
(11-06-2012, 10:57 PM)

#69

Quote

Japan's use of Christian imagery is more unintentional comedy than anything I would call great. They screw up ancient western mythology as well. Rygarr on PS2 was like WTF.

One Foul Note
Member
(11-06-2012, 10:59 PM)

#70

Quote

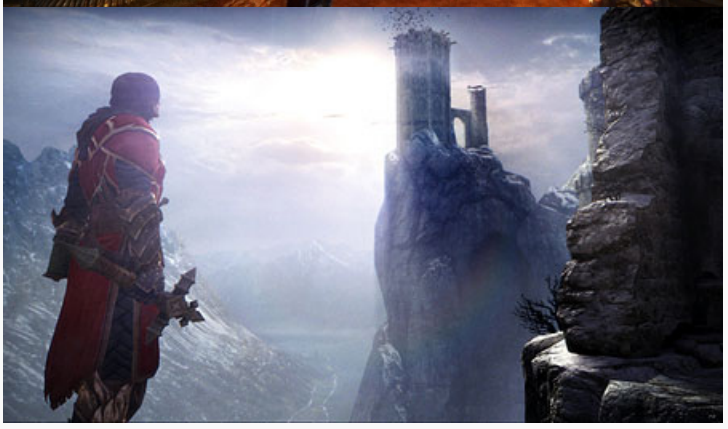
I always liked the Church of Unitology which you visit in Dead Space 2. I think the concept generators and modellers did a great job making a building that was dedicated to a truly alien way of thinking, but still incorporated gothic church styling to give it a human edge. An odd building that I found chilling and beautiful in equal amounts.

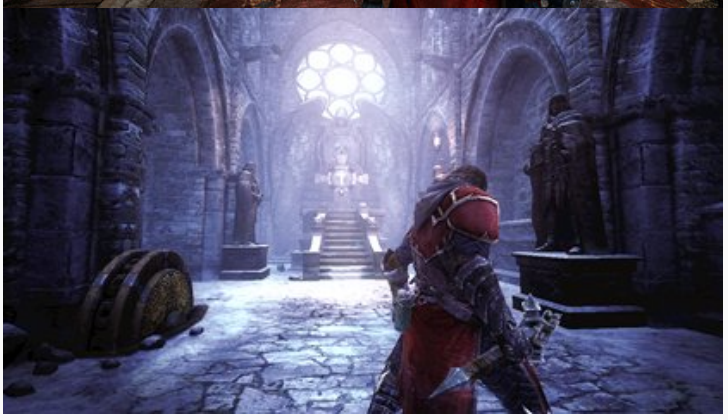
Shinta
Banned
(11-06-2012, 11:13 PM)

#71

Quote

Castlevania: Lords of Shadow





NoirVisage
Banned
(11-06-2012, 11:49 PM)
Quote

#72

Originally Posted by **EatChildren**

Bayonetta. I've mentioned it in other threads, but I adored the artistic interpretation of the armies of heaven. The strike a nice balance between terror, majesty and otherworldliness that avoid the conventions of heaven being full of fabric draped, harp playing pussies. Especially the higher ranking creatures, which in design capture the fearful "wrath of god", while still maintaining a dignity and holiness, if intimidating.

I also liked that the artists drew upon Roman Catholic iconography of porcelain whites and extravagant, borderline sinful wealth, to keep the creatures still looking 'pure' and 'heavenly' even within their otherwise obscure designs.

Fortitudo is a good example of what I mean.

i agree it used religious imagery in an excellent fashion.. very controversial opinions, but i definitely agree with the "borderline sinful" look that recalls catholic iconography.

CorvoSol
Member
(11-07-2012, 05:15 AM)

#73

Quote

Can't believe this hasn't come up yet:

Kefka, from FF6, where the entire battle parallels the Divine Comedy, the cast working their way up from Inferno through Purgatory, meeting the Christ and the Madonna, culminating in their encounter with God.

Also, one of my favorites is the final battle of MMZ. A horned red guy versus a giant white angel? Yeah, no symbolism there.

Last edited by CorvoSol; 11-07-2012 at 05:26 AM.

SnowTeeth
Member
(11-07-2012, 09:50 AM)
Quote

#74

El-Shaddai for sure.

hunnies28
Member
(11-07-2012, 10:12 AM)
Quote

#75

La-Mulana uses various civilizations and religions I guess.

ULTROS!
People seem to like me because I am polite and I am rarely late. I like to eat ice cream and I really enjoy a nice pair of slacks.
(11-07-2012, 10:12 AM)
Quote

#76

Assassin's Creed:

Denzar
Member
(11-07-2012, 10:22 AM)
Quote

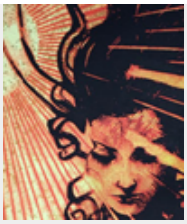
#77

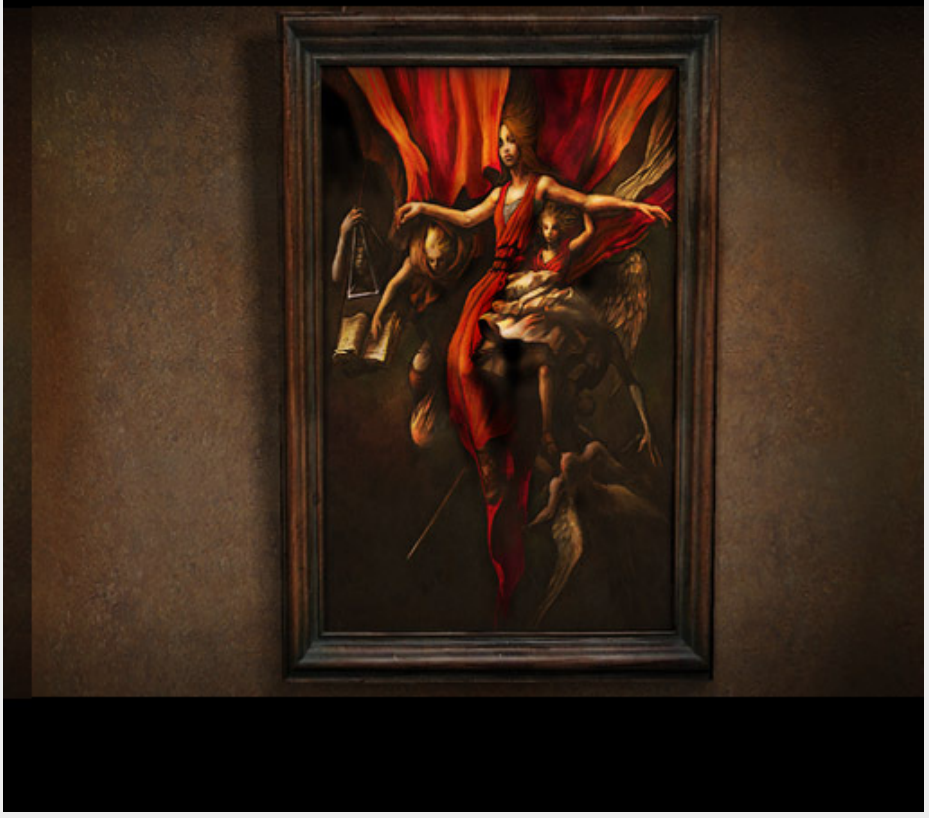
From Call Of Duty: Modern Warfare III

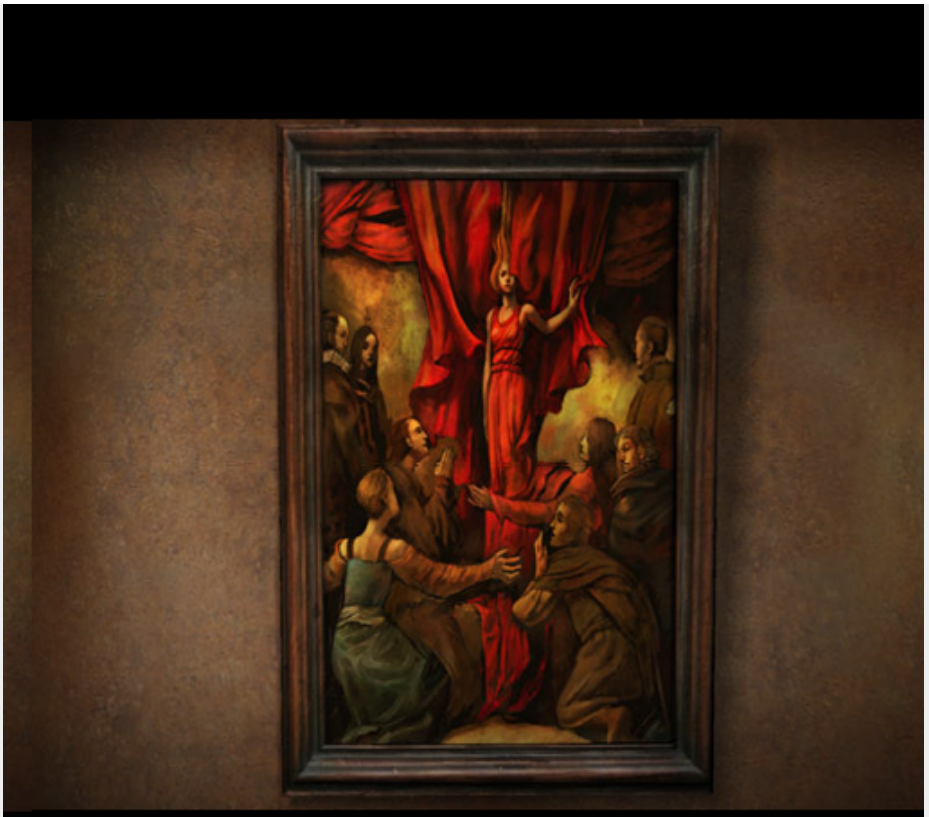
Lime
Member
(11-07-2012, 10:51 AM)
Quote

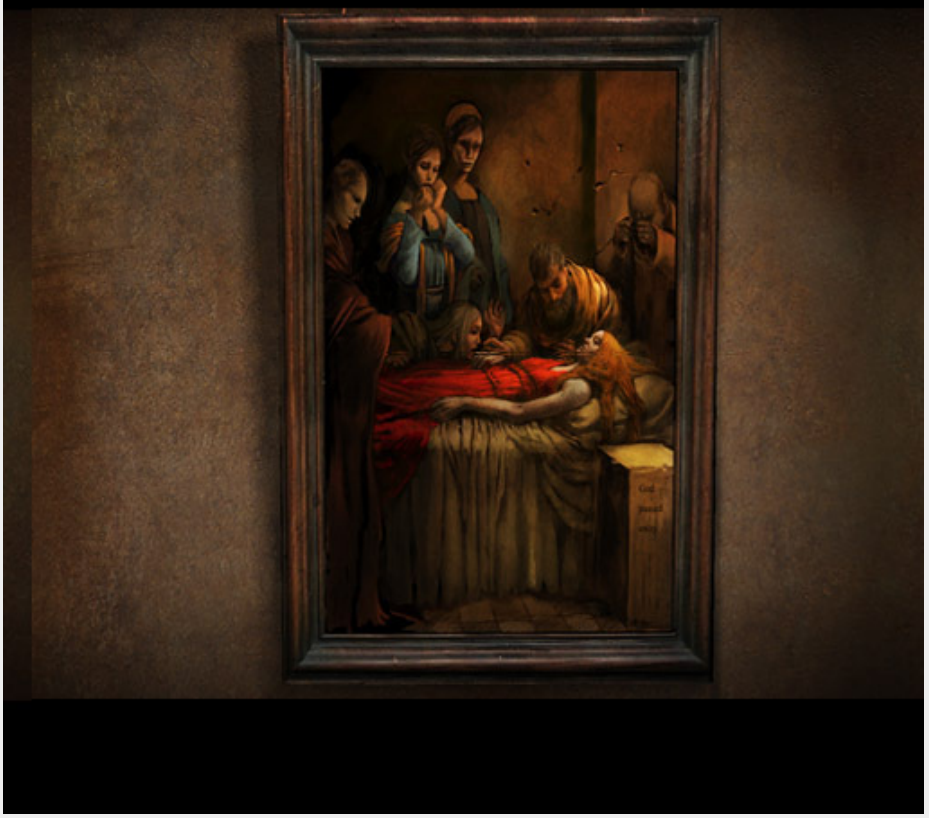
#78

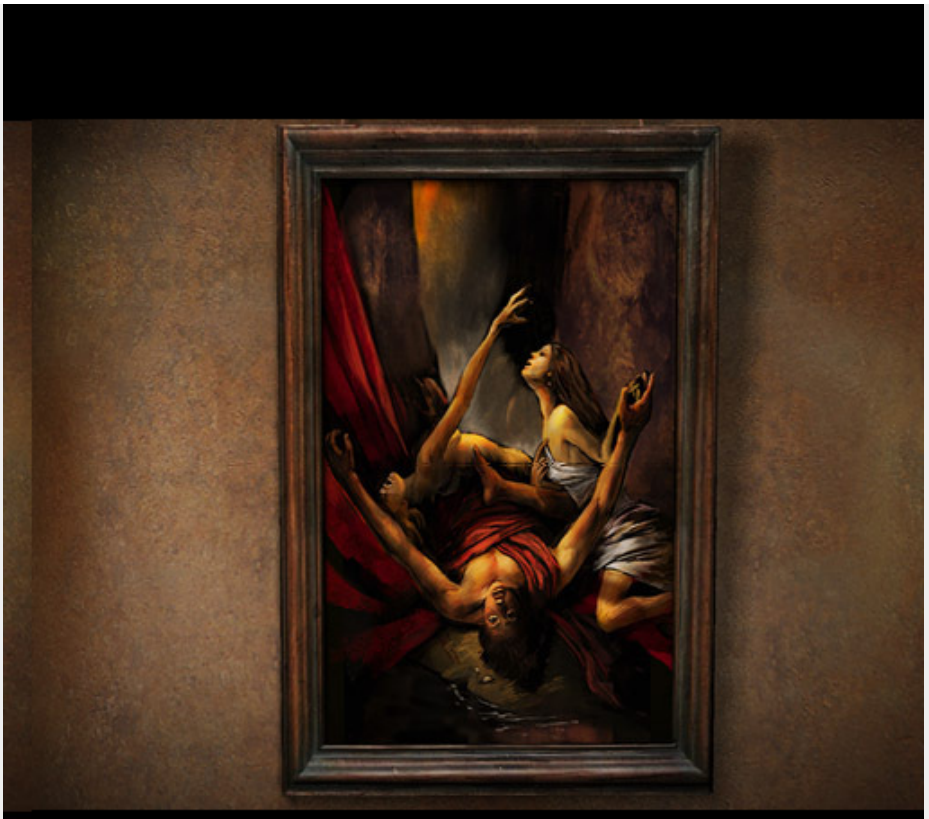
Silent Hill 3 is drenched in religious iconography:











Messofanego
Member
(11-07-2012, 11:29 AM)
Quote

#79

Not about religious imagery, but **Binding of Isaac** is all about religion.

http://arstechnica.com/gaming/2011/0...led-roguelike/

Nintendo rejected putting it on 3DS because of "questionable religious content".

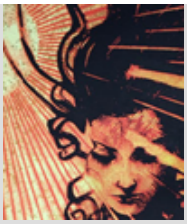
donkey show
Little Big Dev
(11-07-2012, 11:33 AM)
Quote

#80

Lime
Member
(11-07-2012, 11:39 AM)
Quote

#81

> Originally Posted by **donkey show**



JNT
Member
(11-07-2012, 11:42 AM)
Quote

#82

No mention of the first Diablo?

ilold
Banned
(11-07-2012, 11:44 AM)
Quote

#83

kingdom under fire the crusaders handsdown.

nofi
Banned **for** kicks
(11-07-2012, 11:45 AM)
Quote

#84

Realms Of The Haunting, old MS-DOS game. Towards the end it does this sort of thing brilliantly.

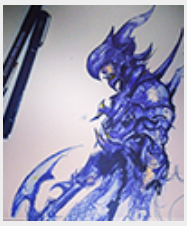
Still well worth playing, BTW.

mantidor
Member
(11-07-2012, 11:53 AM)
Quote

#85

Pleasantly surprised by the Thief mention in the op, although *the* game about religious fanaticism going to extremes has to be Thief 2. I still get shills about the whole thing, but I'll rather not spoil it for the people who haven't play it.

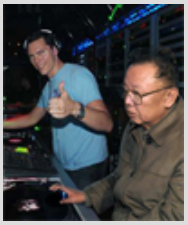
KrM DeLorean
Member
(11-07-2012, 11:55 AM)
Quote



#86

Final Fantasy Tactics has a great storyline.
"Don't blame us, blame yourself. Or God."

djtiesto
is beloved, despite what anyone might say
(11-07-2012, 08:30 PM)
Quote



#87

Shin Megami Tensei series (let's see if this works):

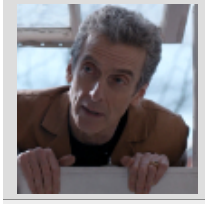
Lots of great imagery from various religions and sects. (Hinduism, Buddhism, Christianity, etc)

ferr
Member
(11-07-2012, 08:33 PM)
Quote

#88

Not just the obvious chu-chu on a cross stuff with Xenogears, that game is chocked full of it.
"Slayer of God" etc.

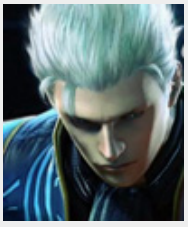
Bluth54
Member
(11-07-2012, 08:42 PM)
Quote



#89

I always really liked the church area in Castlevania SotN. The beautiful backgrounds plus the music made it my favorite area in the game.

Dahbomb
Junior Member
(11-07-2012, 08:54 PM)
Quote



#90

Also this pic might end up being the heaven from the game:

Last edited by Dahbomb; 11-07-2012 at 08:57 PM.

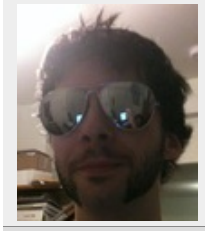
ElFly
Member
(11-07-2012, 09:06 PM)
Quote

#91

I thought that Final Fantasy Tactics had a good representation of a religious society in a game.

Well, ignoring the part where you go and fight god, but come on. It's a JRPG they cannot avoid fighting god.

jet1911
Member
(11-07-2012, 09:07 PM)
Quote



#92

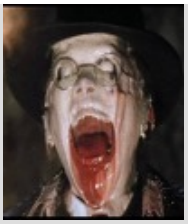
Dante 's Inferno, I really liked the representation of the different circles of Hell.

SuperEpicMan
Member
(11-07-2012, 09:16 PM)
Quote

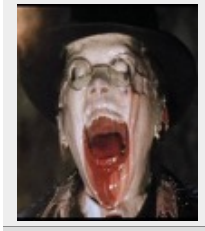
#93

> Originally Posted by **jet1911**
> Dante 's Inferno, I really liked the representation of the different circles of Hell.

I loved the design in most of the levels but I thought heresy, fraud and treachery were pretty lazy.



SuperEpicMan
Member
(11-07-2012, 09:28 PM)
Quote



#94

Thinking about Dantes Inferno makes me want a Dark/Demon's Souls game set in the nine circles of hell. It would suit it perfectly.

mantidor
Member
(11-07-2012, 09:32 PM)
Quote

#95

> Originally Posted by **jet1911**
> Dante 's Inferno, I really liked the representation of the different circles of Hell.

Really? When I heard about a giant female demon throwing winged babies out of her nipples I thought it was cheap and crappy, specially because the actual Dante's inferno in the divine comedy didn't create its structure and punishments out of nothing, Dante thought about them very well and there is a reason things were the way they were. However I never touched the game so maybe I'm judging it wrongly, although I highly doubt it.

Rubius
Member
(11-07-2012, 09:37 PM)
Quote

#96

I loved Dante Inferno style. Really Gothic and this is somewhat what I would think Hell look like. Giant shooting babies from boobs is always a selling point.

> Originally Posted by **mantidor**
> Really? When I heard about a giant female demon throwing winged babies out of her nipples I thought it was cheap and crappy, specially because the actual Dante's inferno in the divine comedy didn't create its structure and punishments out of nothing, Dante thought about them very well and there is a reason things were the way they were. However I never touched the game so maybe I'm judging it wrongly, although I highly doubt it.

Its pretty serious about his theme. Like Greed monsters are blobs of fat who vomit and shit on you. Lust have succubus who have spike coming from the vagina. Greed is full of gold lava and Limbo is full of babies who didnt have the chance to get a Batism.

Its really good imagery for a God of War clone.

Last edited by Rubius; 11-07-2012 at 09:41 PM.

The_Monk
Member
(11-07-2012, 09:47 PM)
Quote

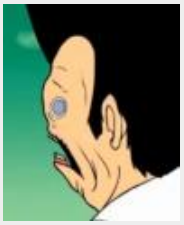
#97

I tried to find a good picture but I had no luck.

The **St. Christopher's Church** on **Dead Island** was nice, every time I went there, music started to play. I felt safe. It also gave that setting that since "the dead are walking" people tried to find salvation in there.

Best I could find on quick search:

Sarcastico
Member
(11-07-2012, 09:55 PM)
Quote



#98

[img]i.somethingawful.com/rompit/supernoah/pic02.gif[/img]

Edit: For some reason, the image isn't showing up on my Galaxy S3.

Last edited by Sarcastico; 11-07-2012 at 09:57 PM.

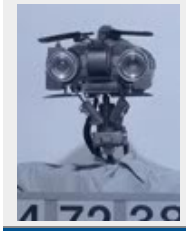
Rubius
Member
(11-07-2012, 10:09 PM)
Quote

#99

> Originally Posted by **Chief_Falcon**
> [img]i.somethingawful.com/rompit/supernoah/pic02.gif[/img]
>
> Edit: For some reason, the image isn't showing up on my Galaxy S3.

Its not showing up for us too :)

mantidor
Member
(11-07-2012, 10:13 PM)
Quote



#100

> Originally Posted by **Rubius**
> Its pretty serious about his theme. Like Greed monsters are blobs of fat who vomit and shit on you. Lust have succubus who have spike coming from the vagina. Greed is full of gold lava and Limbo is full of babies who didnt have the chance to get a Batism.
>
> Its really good imagery for a God of War clone.

As I suspected it does with the divine comedy what god of war did to Greek mythology.

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