# New Xenoblade Chronicles X censorship found! Removed religious/philosophical ref



**Banjo2553** 20 hours ago #151

**StickMen1090 posted...**

> When gamefaqs is the ONLY WEBSITE who are talking about this false claim of censoring you know people here are either genius's ahead of everyone else or just complete morons

I'm kinda sticking with the latter, tbh.

---

**Come see my game collection**: http://www.backloggery.com/bakonbitz

report · quote

**FuzzyJello** 20 hours ago #152

**Kyrylo posted...**

**FuzzyJello posted...**

I am pretty sure Xenosaga's getting cut from 6 games to 3 on account of lacking sales, no doubt one of the reasons Monolith Soft considered a Nintendo buyout, killed Xenogears.

They already started to be half-assed with Xenosaga considering it was censored + unreleased in Europe. So they are at their own fault. But what I consider even more insulting that nintendo "helped" monolith. Helped becoming family-friendly RPG by removing everything what made Xeno plots unique.

I can admire Takahashi for making the games he wanted to make while knowing at the outset that relatively few would buy them. But it sounds like a model destined to eventually get you burned, that running into the arms of a Nintendo that will give your projects another year because they believe in them and burn huge amounts of money to fuel them seems like a relief. Even if he "sold out" with Xenoblade, its the one title to bear the moniker (if dubiously) that actually turned out to be the game he wanted, and I can only imagine how satisfying that must be. Though it would be a shame if he could not find a way to make game in vein of Gears and Saga a bit more responsibly; after two faux-MMOs it would be a nice change of pace.

report · quote

**RebornKusabi** ▾ 20 hours ago #153

**lokua posted...**

**I_phantom posted...**

Were the religious references actually meaningful in the Xeno games? Or were they like Evangelion?

I'm trying to ask this in the most delicate way possible.

Well, uh, how do I phrase this. The Xeno "series" is known for referencing religious, philosophical and psychological concepts. Most fans, being either young when the first played them or uneducated on any of the topics, see them and think "Wow, this is a complex and well thought out element of the story." when in fact they are not. The Xeno team, especially the guy in charge, has a tendency to make use of religious and mythological elements that do not belong on what they are being attached to. Xenosaga is one long series of out of place use of obscure Judaeo-Christian and Jewish references. Xenogears makes use of a variety of psychology terms and concepts, such as Id, multiple personalities and so on, and applies them in ways that do not in any way make sense. Xenoblade Chronicles is the least riddled with the typical Xeno series bullshit, but even it devolves a bit near the end. So this could go one of two ways, either NoE and NoA realize that the use of such concepts are out of place and localized a more appropriate approach to the concepts for markets that are more familiar with them and are more likely to be confused, offended or insulted, or they didn't translate well and instead just changed the concepts to something that worked. There is, of course, a chance that they're just being overly cautious, but I doubt it. Especially given the history of this particular development team.

Yeah I never played Xenogears, but Xenosaga became fucking nonsense towards the end. One of the characters was Judas, the other Mary Magdalene, another was Jesus (Yeshua), there was references to Limbo, gnosis, the testements and... What the hell, I thought this was supposed to be a space mecha anime JRPG! As someone who isn't religious, why devolve into this garbage?

Someone early in the topic said Japan isn't religious and that isn't true- they're not Judeo-Christians. They believe in their own... Stuff, and find ours interesting and goody. Kinda like how we view Greek and Chinese mythology goofy and weird. Ethno-centrism and all that.
---
"Some mother****a's always trying to ice skate uphill."- Blade
PSN- RebornKusabi | XBL- RevivedKusabi | Steam- kusabi | Nintendo- UndeadKusabi

report · quote

**Mitsukiba** ▾ 20 hours ago #154

**RebornKusabi posted...**

**lokua posted...**

**I_phantom posted...**

Were the religious references actually meaningful in the Xeno games? Or were they like Evangelion?

I'm trying to ask this in the most delicate way possible.

Well, uh, how do I phrase this. The Xeno "series" is known for referencing religious, philosophical and psychological concepts. Most fans, being either young when the first played them or uneducated on any of the topics, see them and think "Wow, this is a complex and well thought out element of the story." when in fact they are not. The Xeno team, especially the guy in charge, has a tendency to make use of religious and mythological elements that do not belong on what they are being attached to. Xenosaga is one long series of out of place use of obscure Judaeo-Christian and Jewish references. Xenogears makes use of a variety of psychology terms and concepts, such as Id, multiple personalities and so on, and applies them in ways that do not in any way make sense. Xenoblade Chronicles is the least riddled with the typical Xeno series bullshit, but even it devolves a bit near the end. So this could go one of two ways, either NoE and NoA realize that the use of such concepts are out of place and localized a more appropriate approach to the concepts for markets that are more familiar with them and are more likely to be confused, offended or insulted, or they didn't translate well and instead just changed the concepts to something that worked. There is, of course, a chance that they're just being overly cautious, but I doubt it. Especially given the history of this particular development team.

Yeah I never played Xenogears, but Xenosaga became fucking nonsense towards the end. One of the characters was Judas, the other Mary Magdalene, another was Jesus (Yeshua), there was references to Limbo, gnosis, the testements and... What the hell, I thought this was supposed to be a space mecha anime JRPG! As someone who isn't religious, why devolve into this garbage?

Someone early in the topic said Japan isn't religious and that isn't true- they're not Judeo-Christians. They believe in their own... Stuff, and find ours interesting and goody. Kinda like how we view Greek and Chinese mythology goofy and weird. Ethno-centrism and all that.

Shintoism and Buddhism are amongst the top here. But we do have a few fairly large Christian Academies.
---
"I tend to believe a product's harshest critics are those who love it the most."
- meiyuki 00:30 AM JP Time, 2015/10/10

report · quote

**Phoenixeater** 20 hours ago #155

At this point I want this game to fail so all the horrible changes (censorship) would come back to bite Nintendo in the ***. Or it could be the opposite and make the game better.
---
I'm never buying anything from Konami after MGS5
(edited 20 hours ago)

report · quote

**AceMos** 20 hours ago #156

**Phoenixeater posted...**

> At this point I want this game to fail so all the horrible changes (censorship) would come back to bite Nintendo in the ***. Or it could be the opposite and make the game better.

please read the topic TC has been proven wrong this information is false
---
3 things 1. i am female 2. i havea msucle probelm its hard for me to typ well 3.*does her janpuu dance*

report · quote

**Kyrylo** 20 hours ago #157

**FuzzyJello posted...**

> I can admire Takahashi for making the games he wanted to make while knowing at the outset that relatively few would buy them. But it sounds like a model destined to eventually get you burned, that running into the arms of a Nintendo that will give your projects another year because they believe in them and burn huge amounts of money to fuel them seems like a relief. Even if he "sold out" with Xenoblade, its the one title to bear the moniker (if dubiously) that actually turned out to be the game he wanted, and I can only imagine how satisfying that must be. Though it would be a shame if he could not find a way to make game in vein of Gears and Saga a bit more responsibly; after two faux-MMOs it would be a nice change of pace.

As big fan of Xenogears, I have to say, I have feeling franchise lost it point and just turned into wannabe MMO without online. Problem also that by censoring religious and philosophical content, NoA effectively kills what small left of Xenogears. I know on this board I gonna be crucified for it (pun intend) but first Xenoblade's plot was very generic and pretty childish compared to Xenogears or even Xenosaga, lacking all mature themes they had.
---
I needed to get to my unhappy place.

report · quote

**AceMos** 20 hours ago #158

**Kyrylo posted...**

> **FuzzyJello posted...**
>
> > I can admire Takahashi for making the games he wanted to make while knowing at the outset that relatively few would buy them. But it sounds like a model destined to eventually get you burned, that running into the

arms of a Nintendo that will give your projects another year because they believe in them and burn huge amounts of money to fuel them seems like a relief. Even if he "sold out" with Xenoblade, its the one title to bear the moniker (if dubiously) that actually turned out to be the game he wanted, and I can only imagine how satisfying that must be. Though it would be a shame if he could not find a way to make game in vein of Gears and Saga a bit more responsibly; after two faux-MMOs it would be a nice change of pace.

As big fan of Xenogears, I have to say, I have feeling franchise lost it point and just turned into wannabe MMO without online. Problem also that by censoring religious and philosophical content, NoA effectively kills what small left of Xenogears. I know on this board I gonna be crucified for it (pun intend) but first Xenoblade's plot was very generic and pretty childish compared to Xenogears or even Xenosaga, lacking all mature themes they had.

THEY DID NOT CENSOR THE RELIGIOUS THEMES

---

3 things 1. i am female 2. i havea msucle probelm its hard for me to typ well 3.*does her janpuu dance*

report · quote

**WiiareVenom** ▾ 20 hours ago #159

**Maverick_Reznor posted...**

**Black_Assassin posted...**

**Maverick_Reznor posted...**

That's not censorship, its translators wanting to make simpler words, stuff that sounds cooler in the west, and more easy concepts.

So... simple words and easy concepts for simple audiences.
:-)

Yea, the world loves that shit. Its why a game such as The Last of Us is considered so good because of its story (very simple and easily told).
Games from japan usually end up a convoluted mess. Look at Metal Gear Solid and Kingdom Hearts. Hell, **Xenogears and Xenosaga** were really convoluted as well.

Hmm, fans of a "series" want the spiritual sequel to be similar? Shocker.

---

I was summoned to the future by the last of mankind, to defend them in their hour of need. But my old enemy, Skeletor, followed me.... 3DS FC: 5155-3151-4613

report · quote

**WiiareVenom** ▾ 20 hours ago #160

**Gamefreek2000 posted...**

**Fauch posted...**

**Gamefreek2000 posted...**

**kaliskonig posted...**

**Gamefreek2000 posted...**

Its probably for the best that they remove religious/philosophical references anyway. JRPGs and anime are filled with that crap of trying to kill gods or trying to become a god and reshape the world in their own image. Lets face it, if a human/group of humans can kill a god and they stay dead, then they aren't gods in the first place, just beings of great power. its been done to death, they need to give it a rest.

You do realize the majority of Gods in fiction can be killed right? I don't think you know what a god actually is. It doesn't have to be an immortal dude.

Dictionary.com's definitions of god is that gods are supreme beings; supreme in everything, supreme in an attribute, ect. meaning they are the absolute best, they could never be beaten in that area. In western culture, when people say god, they think of the #1 definition of supreme being of everything that created the universe, and that's what I based my response on. When you compare the best in everything to the best in an attribute, there is no competition on who is the real supreme being.

Yeah I guess I kinda infered that gods should be immortal, and I do personally believe that if a god can be conquered by death they have no right to be called a god in the first place, but that's not what I was getting at. What I was trying to say was if a being that is inferior by nature (humans/animals) are able to kill something for forever that is represented as a god, the absolute best possible being, then the god that got killed isn't really a god as that would mean the inferior creature is better, which by definition would be impossible. As jrpgs usually have more than one person in their group, if they are able to kill a god then either the group has risen to godhood which is also impossible by definition as there cannot be more than 1 #1 beings, or the so called god is only called god as a title, formality, or that he/she is only vastly greater than those who worship it but not in general.

Read up on Polytheism.

Don't need to. Take the greek gods. You got posidon, athena, demeter, ect. all supposed gods of their own specialties. Now compare them to zeus who is god of gods in greek mythiology. God of gods means he is better in every way compared to any of the other gods. If he's better then that means the others aren't really gods, just beings of worship/great power.

But he was scared of his own kid beating him (ate his wife because of it, and was jumpy at the birth of sons by other wives)(and he beat his dad, who beat the grandpa).....Better, but likely not by much in the Greek myths case....

---

I was summoned to the future by the last of mankind, to defend them in their hour of need. But my old enemy, Skeletor, followed me.... 3DS FC: 5155-3151-4613

(edited 20 hours ago) report · quote

**TalesOfGod** 20 hours ago #161

**PS4Warrior posted...**

**squatch22 posted...**

How many hundreds of these topics do we need?

How many other topics are there about the religious stuff in the game being censored?

Like 3 in total. ._.
By that, I mean the entire site.
(edited 20 hours ago)

report · quote

**I_phantom** 19 hours ago #162

**Kyrylo posted...**

**FuzzyJello posted...**

I can admire Takahashi for making the games he wanted to make while knowing at the outset that relatively few would buy them. But it sounds like a model destined to eventually get you burned, that running into the arms of a Nintendo that will give your projects another year because they believe in them and burn huge amounts of money to fuel them seems like a relief. Even if he "sold out" with Xenoblade, its the one title to bear the moniker (if dubiously) that actually turned out to be the game he wanted, and I can only imagine how satisfying that must be. Though it would be a shame if he could not find a way to make game in vein of Gears and Saga a bit more responsibly; after two faux-MMOs it would be a nice change of pace.

As big fan of Xenogears, I have to say, I have feeling franchise lost it point and just turned into wannabe MMO without online. Problem also that by censoring religious and philosophical content, NoA effectively kills what small left of Xenogears. I know on this board I gonna be crucified for it (pun intend) but first Xenoblade's plot was very generic and pretty childish compared to Xenogears or even Xenosaga, lacking all mature themes they had.

Can you explain to me how they were mature themes? Others are saying that they feel the religious references were superficial.

report · quote

**Grenadus** 19 hours ago #163

**Cazador posted...**

Nintendo wants to be your parent soooo bad! I'm glad that Microsoft and Sony knows that its consumers doesn't need or want them to be their parent.

This
---

The one way to deal with PC gamers is to treat them how developers treat them. Which is ignoring them completely and giving them scraps every now and then

report · quote

**WiiareVenom** 19 hours ago #164

**I_phantom posted...**

**Kyrylo posted...**

**FuzzyJello posted...**

I can admire Takahashi for making the games he wanted to make while knowing at the outset that relatively few would buy them. But it sounds like a model destined to eventually get you burned, that running into the arms of a Nintendo that will give your projects another year because they believe in them and burn huge amounts of money to fuel them seems like a relief. Even if he "sold out" with Xenoblade, its the one title to bear the moniker (if dubiously) that actually turned out to be the game he wanted, and I can only imagine how satisfying that must be. Though it would be a shame if he could not find a way to make game in vein of Gears and Saga a bit more responsibly; after two faux-MMOs it would be a nice change of pace.

As big fan of Xenogears, I have to say, I have feeling franchise lost it point and just turned into wannabe MMO without online. Problem also that by censoring religious and philosophical content, NoA effectively kills what small left of Xenogears. I know on this board I gonna be crucified for it (pun intend) but first Xenoblade's plot was very generic and pretty childish compared to Xenogears or even Xenosaga, lacking all mature themes they had.

Can you explain to me how they were mature themes? **Others** are saying that **they feel** the religious references were superficial.

Different people see themes different ways.

Some people are okay with "superficial" if the flavor it adds is good enough.

---

I was summoned to the future by the last of mankind, to defend them in their hour of need. But my old enemy, Skeletor, followed me.... 3DS FC: 5155-3151-4613

report · quote

**Baha05** 19 hours ago #165

**Grenadus posted...**

**Cazador posted...**

Nintendo wants to be your parent soooo bad! I'm glad that Microsoft and Sony knows that its consumers doesn't need or want them to be their parent.

> This

Wrong
---
"He may be Mr. Clean, but his soul will always be dirty!"

report · quote

**I_phantom** ▾ 19 hours ago #166

**WiiareVenom posted...**

> Different people see themes different ways.
>
> Some people are okay with "superficial" if the flavor it adds is good enough.

That doesn't make it mature. People can write dissertations on Evangelion but the author says he just thought the names sounded cool. I'm not trying to attack him though. I want to see what he says, preferably with some examples. I'm trying to understand what the references actually meant to the series.

(edited 19 hours ago) report · quote

**OosontheLoose** ▾ 19 hours ago #167

**Baha05 posted...**

**Grenadus posted...**

**Cazador posted...**

> Nintendo wants to be your parent soooo bad! I'm glad that Microsoft and Sony knows that its consumers doesn't need or want them to be their parent.

> This

Wrong

IKR Sony apologists won't even acknowledge that TLOU and Siren got censored in the West.
---
NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**OosontheLoose** ▾ 19 hours ago #168

**I_phantom posted...**

> That doesn't make it mature. People can write dissertations on Evangelion **but the author says he just thought the names sounded cool.**

lol for real? I never heard that but it definitely makes sense.
---
NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**SkyCrackers** 19 hours ago #169

**I_phantom posted...**

> **Kyrylo posted...**
>
> > **FuzzyJello posted...**
> >
> > I can admire Takahashi for making the games he wanted to make while knowing at the outset that relatively few would buy them. But it sounds like a model destined to eventually get you burned, that running into the arms of a Nintendo that will give your projects another year because they believe in them and burn huge amounts of money to fuel them seems like a relief. Even if he "sold out" with Xenoblade, its the one title to bear the moniker (if dubiously) that actually turned out to be the game he wanted, and I can only imagine how satisfying that must be. Though it would be a shame if he could not find a way to make game in vein of Gears and Saga a bit more responsibly; after two faux-MMOs it would be a nice change of pace.
>
> As big fan of Xenogears, I have to say, I have feeling franchise lost it point and just turned into wannabe MMO without online. Problem also that by censoring religious and philosophical content, NoA effectively kills what small left of Xenogears. I know on this board I gonna be crucified for it (pun intend) but first Xenoblade's plot was very generic and pretty childish compared to Xenogears or even Xenosaga, lacking all mature themes they had.

Can you explain to me how they were mature themes? Others are saying that they feel the religious references were superficial.

Not to mention that references alone aren't themes. The work has to actually make a statement on religion for it to be a theme.
---
"Darwin gave us sensory organs for a purpose" -my friend, demonstrating his understanding of evolution

report · quote

**Baha05** 19 hours ago #170

**OosontheLoose posted...**

> IKR Sony apologists won't even acknowledge that TLOU and Siren got censored in the West.

Pretty much, censorship is a part of gaming and for the most part it's pretty small in the states.
---
"He may be Mr. Clean, but his soul will always be dirty!"

report · quote

**PennyWiseRocks** 19 hours ago #171

**Avirosb posted...**

"Removed religious/philosophical ref"

That's actually an improvement. You know how heavy-handed these JRPGS tend to be about these kinda things.
Now all they need to do is remove the silly " power of friendship" aspects and we good.

Yeah, because social commentary in games is bad. How dare they.
---
Currently Playing: Legend of Heroes FC, Tales of Zestiria, Legend of Legacy.

report · quote

**Baha05** 19 hours ago #172

**PennyWiseRocks posted...**

**Avirosb posted...**

"Removed religious/philosophical ref"

That's actually an improvement. You know how heavy-handed these JRPGS tend to be about these kinda things.
Now all they need to do is remove the silly " power of friendship" aspects and we good.

Yeah, because social commentary in games is bad. How dare they.

It is when it's really shitty. I'm sorry but for the most part these takes have always been the worst part of JRPGs when they try and tackle religion.
---
"He may be Mr. Clean, but his soul will always be dirty!"

report · quote

**InfinityOver0** 19 hours ago #173

**Grenadus posted...**

**Cazador posted...**

Nintendo wants to be your parent soooo bad! I'm glad that Microsoft and Sony knows that its consumers doesn't need or want them to be their parent.

This

Lol you don't really believe sony and ms have never censored any game, do you?
---
80% of accidents are caused by you 6 guys

report · quote

**OosontheLoose** 19 hours ago #174

**InfinityOver0 posted...**

> Lol you don't really believe sony and ms have never censored any game, do you?

What?? B-b-but Sony always wins baby! **Always** ...right?
---
NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**importvita** 18 hours ago #175

While I think it's ridiculous at least Nintendo is aware of how stupid and backwards our culture is and they're removing any sort of controversy so the politically correct/feminazi/SJW crowd won't put the focus on themselves and their bitch ass complaints instead of where the focus *should* be which is on enjoying the excellent game that Monolith Soft has created.
---
Hyped for: Xenoblade Chronicles X, Final Fantasy Type-0, Legend of Zelda, Final Fantasy X/X-2 Remaster, Witcher 3, Metal Gear Solid V: Phantom Pain

report · quote

**AceMos** 18 hours ago #176

**importvita posted...**

> While I think it's ridiculous at least Nintendo is aware of how stupid and backwards our culture is and they're removing any sort of controversy so the politically correct/feminazi/SJW crowd won't put the focus on themselves and their bitch ass complaints instead of where the focus *should* be which is on enjoying the excellent game that Monolith Soft has created.

the religious stuf has not been removed
---
3 things 1. i am female 2. i havea msucle probelm its hard for me to typ well 3.*does her janpuu dance*

report · quote

**gfunkandjuice** 18 hours ago #177

In castlevania 4 they removed the cross from dracula's tombstone. I didnt enjoy the game any less.

Nintendo has had censorship issues for years. Why is this new and why did you pick nintendo knowing this?
(edited 18 hours ago)

report · quote

**bigjclassic** 18 hours ago #178

**AceMos posted...**

**importvita posted...**

> While I think it's ridiculous at least Nintendo is aware of how stupid and backwards our culture is and they're removing any sort of controversy so the politically correct/feminazi/SJW crowd won't put the focus on themselves and their bitch ass complaints instead of where the focus *should* be which is on enjoying the excellent game that Monolith Soft has created.

the religious stuf has not been removed

Good, crap this game gets unwarranted hate.
---
NNID(WiiU): Ryusaki_J PSN/Steam: classicviolence
GTX 580 | i5-4690k | CP: Witcher 3, MGSV, Bayonetta, Pokemon X, Splatoon, UMvC3

report · quote

**Emerald_Melios** ▾ 18 hours ago #179

**Fauch posted...**

**Gamefreek2000 posted...**

**kaliskonig posted...**

**Gamefreek2000 posted...**

> Its probably for the best that they remove religious/philosophical references anyway. JRPGs and anime are filled with that crap of trying to kill gods or trying to become a god and reshape the world in their own image. Lets face it, if a human/group of humans can kill a god and they stay dead, then they aren't gods in the first place, just beings of great power. its been done to death, they need to give it a rest.

You do realize the majority of Gods in fiction can be killed right? I don't think you know what a god actually is. It doesn't have to be an immortal dude.

Dictionary.com's definitions of god is that gods are supreme beings; supreme in everything, supreme in an attribute, ect. meaning they are the absolute best, they could never be beaten in that area. In western culture, when people say god, they think of the #1 definition of supreme being of everything that created the universe, and that's what I based my response on. When you compare the best in everything to the best in an attribute, there is no competition on who is the real supreme being.

Yeah I guess I kinda infered that gods should be immortal, and I do personally believe that if a god can be conquered by death they have no right to be called a god in the first place, but that's not what I was getting at. What I was trying to say was if a being that is inferior by nature (humans/animals) are able to kill something for forever that is represented as a god, the absolute best possible being, then the god that got killed isn't really a god as that would mean the inferior creature is better, which by definition would be impossible. As jrpgs usually have more than one person in their group, if they are able to kill a god then either the group has risen to godhood which is also impossible by definition as there cannot be more than 1

> #1 beings, or the so called god is only called god as a title, formality, or that he/she is only vastly greater than those who worship it but not in general.
>
> Read up on Polytheism.

And Animism too (like Shinto and Buddhism).

report · quote

**squatch22** ▾ 18 hours ago #180

**OosontheLoose posted...**

> **InfinityOver0 posted...**
>
> > Lol you don't really believe sony and ms have never censored any game, do you?
>
> What?? B-b-but Sony always wins baby! **Always** ...right?

---
**Nintendo fan for over 25 years.**
**In my heart I am a gamer - Satoru Iwata**

report · quote

**WiiareVenom** ▾ 18 hours ago #181

**gfunkandjuice posted...**

> In castlevania 4 they removed the cross from dracula's tombstone. I didnt enjoy the game any less.
>
> Nintendo has had censorship issues for years. Why is this new and why did you pick nintendo knowing this?

Okay, 1. there is a BIG difference between a tombstone, and possible plot points (not that that ended up true). To even make this comparison is weird.

2. Why the heck did the censor the cross off of a tombstone, those are EXTREMELY common.

3. Why the heck would they censor the cross off of a tombstone, when you can use a cross as a weapon in the game still?

As to why one would choose Nintendo: you can not like them for some stuff, and like them/tolerate their crap for others. Doesn't mean you can complain.
---
I was summoned to the future by the last of mankind, to defend them in their hour of need. But my old enemy, Skeletor, followed me.... 3DS FC: 5155-3151-4613

report · quote

**Ness0123456789** ▾ 18 hours ago #182

**Baha05 posted...**

**PennyWiseRocks posted...**

**Avirosb posted...**

"Removed religious/philosophical ref"

That's actually an improvement. You know how heavy-handed these JRPGS tend to be about these kinda things.
Now all they need to do is remove the silly " power of friendship" aspects and we good.

Yeah, because social commentary in games is bad. How dare they.

It is when it's really shitty. I'm sorry but for the most part these takes have always been the worst part of JRPGs when they try and tackle religion.

Care to give some examples?

The "trope" of Religion being a major part in every JRPG, with the climax always being that the heroes kill a literal God, is pretty blown out of proportions. Yes, it does happen from time to time, but not nearly as often as people make it out to be.

Often times, Religion in JRPGs is generally used as a sub plot, or a way to tie into some over arching Mythos in the game and otherwise not touched at beyond that, or as a general way to give the Heroes some kind of power to over come the obstacles laid before them.

Now, do most JRPGs end with the protagonists fighting, and subsequently defeating, some Omnipotent villain with God-like Powers? Yes, of course, because generally that's the best way to show a progression of power over the course of the game in a High Fantasy setting. But more often then not, these villains aren't actual gods, but again, God-Like, or beings so powerful, they seem like Gods to mortals (like the Sinistrals in the Lufia series).

People also seem to like to claim that Final Fantasy is somehow the most guilty of this trope, when in reality, only two games in the series have actually concluded with the Protagonists actually slaying a LITERAL God:

Final Fantasy XI (Promathia)
Final Fantasy XIII: Lightning returns (Buenvalize)

Two other games in the series, FFX and FFXII, could be considered game where the protagonists end up fighting a God, but the definition of God in that game is a bit of a misnomer.

Yu-Yevon in X isn't actually a god. He's a figure head that the religion of Yevon was founded on, but he himself was not a God, just a very powerful Summoner who was worshiped as a God. He's basically Spira's version of Jesus Christ, only instead of dieing on a cross, he went insane, created Sin, and became a mindless entity that only had a self-preservation instinct.

And XII, where Vayne gains the power of the Occuria, Venat. But the Occuria aren't actually Gods, rather they're

beings like the Sinistrals of Lufia 2, that are Omnipotent and God-like to the mortal races of Ivalice, but they themselves aren't actually Gods.

You could also claim, to a very lesser extent, the Emperor from FF2 actually achieved physical and literal Godhood over the course of the game...But it's really more of a case of the guy dieing, being sent to Hell, and being so damned evil he actually took over the place and absorbed it's powers, then doing the same to Heaven. Final Fantasy 2 was weird like that.

All the other games in the series had Antagonists that, at some point in the game, gained God-Like powers, but never were actual Gods themselves, just very, VERY powerful beings.
---
Each person might see a rose with a different shade of red, but the fact that we can all agree on is beauty -- that is a miracle.
-Michea, FFXI

(edited 17 hours ago) report · quote

**WiiareVenom** 17 hours ago #183

**Ness0123456789 posted...**

**Baha05 posted...**

**PennyWiseRocks posted...**

**Avirosb posted...**

"Removed religious/philosophical ref"

That's actually an improvement. You know how heavy-handed these JRPGS tend to be about these kinda things.
Now all they need to do is remove the silly " power of friendship" aspects and we good.

Yeah, because social commentary in games is bad. How dare they.

It is when it's really shitty. I'm sorry but for the most part these takes have always been the worst part of JRPGs when they try and tackle religion.

Care to give some examples?

The "trope" of Religion being a major part in every JRPG, with the climax always being that the heroes kill a literal God, is pretty blown out of proportions. Yes, it does happen from time to time, but not nearly as often as people make it out to be.

Often times, Religion in JRPGs is generally used as a sub plot, or a way to tie into some over arching Mythos in the game and otherwise not touched at beyond that, or as a general way to give the Heroes some kind of power to over come the obstacles laid before them.

Now, do most JRPGs end with the protagonists fighting, and subsequently defeating, some Omnipotent villain with God-like Powers? Yes, of course, because generally that's the best way to show a progression of power

over the course of the game in a High Fantasy setting. But more often then not, these villains aren't actual gods, but again, God-Like, or beings so powerful, they seem like Gods to mortals (like the Sinistrals in the Lufia series).

People also seem to like to claim that Final Fantasy is somehow the most guilty of this trope, when in reality, only two games in the series have actually concluded with the Protagonists actually slaying a LITERAL God:

Final Fantasy XI (Promathia)
Final Fantasy XIII: Lightning returns (Buenvalize)

Two other games in the series, FFX and FFXII, could be considered game where the protagonists end up fighting a God, but the definition of God in that game is a bit of a misnomer.

Yu-Yeven in X isn't actually a god. He's a figure head that the religion of Yevon was founded on, but he himself was not a God, just a very powerful Summoner who was worshipped as a God.

And XII, where Vayne gains the power of the Occuria. But the Occuria aren't actually Gods, rather they're beings like the Sinistrals of Lufia 2, that are Omnipotent and God-like to the mortal races of Ivalice, but they themsevles aren't actually Gods.

All the other games in the series had Antagonists that, at some point in the game, gained God-Like powers, but never were actual Gods themselves, just very, VERY powerful beings.

What about Necron? Wouldn't Death incarnate be a god in a fantasy setting?
---
I was summoned to the future by the last of mankind, to defend them in their hour of need. But my old enemy, Skeletor, followed me.... 3DS FC: 5155-3151-4613

report · quote

**Usabell** ▾ 17 hours ago #184

**HellsingOrg posted...**

references removed from the game.
Certain names and things have been tone down.

https://www.youtube.com/watch?v=BEDB9yBBIec

Nintendo PROMISED yes NoA promised they would not alter the game from the original Japanese vision like 1 year ago and what do they do? They censor a ton of shit.
What a bunch of liars!

Guess why it took so long to localize after the Japanese version came out?
---
Consoles shouldn't be about 480p, 720p, 1080p or the prettiest slideshow.
They're about a magical box that outputs wonderful streams of 60 images per second.

report · quote

**gfunkandjuice** ▾ 17 hours ago #185

**WiiareVenom posted...**

**gfunkandjuice posted...**

> In castlevania 4 they removed the cross from dracula's tombstone. I didnt enjoy the game any less.
>
> Nintendo has had censorship issues for years. Why is this new and why did you pick nintendo knowing this?

Okay, 1. there is a BIG difference between a tombstone, and possible plot points (not that that ended up true). To even make this comparison is weird.

2. Why the heck did the censor the cross off of a tombstone, those are EXTREMELY common.

3. Why the heck would they censor the cross off of a tombstone, when you can use a cross as a weapon in the game still?

As to why one would choose Nintendo: you can not like them for some stuff, and like them/tolerate their crap for others. Doesn't mean you can complain.

Im with you on the censoring of the cross being silly. But religious references were inconsistently censored crosses included. In castlevania 3, it opens with trevor praying under a big cross. Go figure. And the cross isnt called the cross in castlevania 4, i think they call it a boomerang.

I guess my point is censorship isnt always a deal breaker. But you are right when it affects the story I think thats a bit more worrisome.

report · quote

**Ness0123456789** ▾ 17 hours ago #186

**WiiareVenom posted...**

> What about Necron? Wouldn't Death incarnate be a god in a fantasy setting?

I was debating adding Necron as one of the actual Gods you kill in Final Fantasy, but we know so damned little of the guy, it's pretty much all up to interpretation of what he is. Is he actually a God of Death, or just a really powerful Fiend that was born from Kuja's fear of Death and the destruction of Terra.

I basically left him out because there's no actual concrete details about him. But in a pinch, we could probably add him to the list, just for simplicity sake. That still only brings it up to a whopping total of three actual gods that serve as the ultimate antagonists and villains of a game in the series.

---

Each person might see a rose with a different shade of red, but the fact that we can all agree on is beauty -- that is a miracle.

-Michea, FFXI

(edited 17 hours ago) report · quote

**Usabell** ▾ 17 hours ago #187

**MarceloSampaio posted...**

> ANOTHER censorship. And this one, to me, is not "just a minor thing".
>
> Yet, there are STILL people defending NOA. :p

---
Consoles shouldn't be about 480p, 720p, 1080p or the prettiest slideshow.
They're about a magical box that outputs wonderful streams of 60 images per second.

report · quote

**AceMos** ▾ 17 hours ago #188

**Usabell posted...**

> **MarceloSampaio posted...**
>
> > ANOTHER censorship. And this one, to me, is not "just a minor thing".
> >
> > Yet, there are STILL people defending NOA. :p

its getting defended do to the fact IT IS NOT TRUE

THIS IS A LIE THE TC LIED
---
3 things 1. i am female 2. i havea msucle probelm its hard for me to typ well 3.*does her janpuu dance*

report · quote

**WiiareVenom** ▾ 17 hours ago #189

**gfunkandjuice posted...**

**WiiareVenom posted...**

**gfunkandjuice posted...**

In castlevania 4 they removed the cross from dracula's tombstone. I didnt enjoy the game any less.

Nintendo has had censorship issues for years. Why is this new and why did you pick nintendo knowing this?

Okay, 1. there is a BIG difference between a tombstone, and possible plot points (not that that ended up true). To even make this comparison is weird.

2. Why the heck did the censor the cross off of a tombstone, those are EXTREMELY common.

3. Why the heck would they censor the cross off of a tombstone, when you can use a cross as a weapon in the game still?

As to why one would choose Nintendo: you can not like them for some stuff, and like them/tolerate their crap for others. Doesn't mean you can complain.

Im with you on the censoring of the cross being silly. But religious references were inconsistently censored crosses included. In castlevania 3, it opens with trevor praying under a big cross. Go figure. And the cross isnt called the cross in castlevania 4, i think they call it a boomerang.

I guess my point is censorship isnt always a deal breaker. But you are right when it affects the story I think thats a bit more worrisome.

Ironically, the Castlevania on Genesis in the same area had a lot more blood/didn't censor the blood as much, but used an ACTUAL boomerang (well, not really actual, more like batarang shaped, but without the bat motiff, if that makes sense) as a subweapon<.<
---
I was summoned to the future by the last of mankind, to defend them in their hour of need. But my old enemy, Skeletor, followed me.... 3DS FC: 5155-3151-4613

report · quote

**MrMikeMa** ▾ 17 hours ago #190

** cancels pre-order **

Oh wait, I didn't pre-order this

report · quote

**Shocktrooper1** ▾ 17 hours ago #191

**HellsingOrg posted...**

references removed from the game.
Certain names and things have been tone down.

https://www.youtube.com/watch?v=BEDB9yBBIec

Nintendo PROMISED yes NoA promised they would not alter the game from the original Japanese vision like 1 year ago and what do they do? They censor a ton of shit.
What a **buncha jokas**!

Fixed.

report · quote

**darklink67** ▾ 17 hours ago #192

**ElectricMole posted...**

OMG

the outfits at the 22 second mark, are those removed from the english version for Elma and the the other older girls?

If they are, I'm importing and will use an english strategy guide to play XCX after cancelling my preorder for the LE Censored Edition at BB.

All girls still have bikinis and shit besides lynn
---
Psn: Schamolians101 Gamertag: Darkwarrior7000

report · quote

**OosontheLoose** ▾ 14 hours ago #193

**gfunkandjuice posted...**

In castlevania 4 they removed the cross from dracula's tombstone. I didnt enjoy the game any less.

Nah that completely ruined Castelvania as well. Preorder cancelled!

:)

**WiiareVenom posted...**

3. Why the heck would they censor the cross off of a tombstone, when you can use a cross as a weapon in the game still?

***L O L***
---
NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**kyncani** 12 hours ago #194

**Banjo2553 posted...**

**StickMen1090 posted...**

When gamefaqs is the ONLY WEBSITE who are talking about this false claim of censoring you know people here are either genius's ahead of everyone else or just complete morons

I'm kinda sticking with the latter, tbh.

Well Gamefaqs is very pro Nintendo. Most people just don't care and play on other consoles instead.

report · quote

**OosontheLoose** 12 hours ago #195

**kyncani posted...**

Well Gamefaqs is very pro Nintendo. Most people just don't care and play on other consoles instead.

Sony fanboys say it's NintenFAQs and Nintendo fanboys say its SonyFAQs. It's more apt to say it's just FanboyFAQs.
---
NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**kyncani** 12 hours ago #196

**OosontheLoose posted...**

**kyncani posted...**

Well Gamefaqs is very pro Nintendo. Most people just don't care and play on other consoles instead.

Sony fanboys say it's NintenFAQs and Nintendo fanboys say its SonyFAQs. It's more apt to say it's just FanboyFAQs.

It's quite easy to know which one it is. We're in November so sometime next month or at the beginning of January you have some kind of poll asking who has which console. Look at the poll results and at console sales. You also get those polls at random dates from time to time.

Gamefaqs is pro Nintendo compared to the rest of the world but it may be because the DS and 3DS are very successful. It still affects the Wii U positively compared to the real world out there.

Xbox is also a little more present on Gamefaqs compared to the rest of the world but it may be because Gamefaqs is a lot more present in North America than everywhere else. I haven't compared Xbox popularity on Gamefaqs compared to North America only.

So no, it's not FanboyFAQs, but you do have to take some things into accounts : 3DS success and a North America centric website may be major factors.

report · quote

**OosontheLoose** 12 hours ago #197

**kyncani posted...**

> It's quite easy to know which one it is. We're in November so sometime next month or at the beginning of January you have some kind of poll asking who has which console. Look at the poll results and at console sales. You also get those polls at random dates from time to time.

orly?

http://www.gamefaqs.com/poll/6027-over-the-past-month-which-system-have-you-spent-the-most

http://www.gamefaqs.com/poll/6024-do-you-plan-to-get-a-new-game-system-by-the-end-of-the-year

http://www.gamefaqs.com/poll/5877-do-you-plan-to-get-a-new-game-system-by-the-end-of-the-year

http://www.gamefaqs.com/poll/5698-which-console-do-you-think-will-be-the-top-seller-this

http://www.gamefaqs.com/poll/5697-how-would-you-grade-the-first-two-years-of-the-wii-u

http://www.gamefaqs.com/poll/5877-do-you-plan-to-get-a-new-game-system-by-the-end-of-the-year

---

NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**HellsingOrg** (Topic Creator) 8 hours ago #198

**Usabell posted...**

> **HellsingOrg posted...**
>
> > references removed from the game.
> > Certain names and things have been tone down.
> >
> > https://www.youtube.com/watch?v=BEDB9yBBIec
> >
> > Nintendo PROMISED yes NoA promised they would not alter the game from the original Japanese vision like 1 year ago and what do they do? They censor a ton of shit.
> > What a bunch of liars!
>
> Guess why it took so long to localize after the Japanese version came out?

I hate 8-4 they are horrible translators.

---

***The bird of Hermes is my name eating my wings to make me tame.***

report · quote

**OosontheLoose** 8 hours ago #199

**HellsingOrg posted...**

> I hate 8-4 they are horrible translators.

Hey it's clickbait TC himself!
---
NOW PLAYING: Castlevania: Symphony of the Night and Shadow Hearts: Covenant

report · quote

**YamotoX** 8 hours ago #200

**Kyrylo posted...**

> ok. its official. Xenogears is gone for good thanks to NoA and their cowardice

---
Vita board is full with roaches...I mean pro-censorship kids, man-child fanatic mods and s*** poster

report · quote

Boards » Wii U » New Xenoblade Chronicles X censorship found! Removed religious/philosophical ref

LAWJ (20) Track Topic Post New Message « First ‹ Previous Page 4 of 5 Last »

## POST NEW MESSAGE

Bold *Italic* Spoiler ***Cite*** Quote Code

Preview Message Post Message

## Around the Web

This Impressive Dishonored Video Is Stylishly Violent

Amiibo Figures Reach New Shipment Milestone, Best-Selling Toys Revealed

If Square Enix Designed Batman as a Spartan Warrior, He Might Look Like This

Ultra Street Fighter IV Halloween Costume Packs Revealed

Explosive Cryptocurrency Replacing the US Dollar?
Wall Street Daily
Sponsored

Free Live, Interactive Webinar
Rich Dad Webinars
Sponsored

Learn more

Powered by for you

| More topics from this board... | | | |
|---|---|---|---|
| xenoblade chronicles x bust slider removed! | xeno-lover | 106 | 11/16 7:25AM |
| To those complaining about censorship in Xenoblade Chronicles X... | SegavsCapcom | 3 | 11/16 1:24AM |
| Wii U news the Xenoblade Chronicles X free DLC content makes up for censorship | xenosaga123 | 19 | 11/17 7:05PM |
| Bust slider in Xenoblade x removed! | Blancshammer | 327 | 11/17 3:19AM |
| Xenoblade having the bust slider/costume removed isn't that big a deal imo. | Sega9599 | 58 | 11/16 9:32PM |



© 2015 CBS Interactive Inc. All rights reserved. Sitemap Advertise Privacy Policy Ad Choice Terms of Use