Control Panel Subscriptions TOS Privacy @NeoGAF Theme

Welcome **LAWJ**

NeoGAF
BELIEVE

Post Reply

Page 3 of 4 ← 1 2 3 4 Next →

GAMING Community OFF-TOPIC Community

For those of Christian beliefs: do you find Shin Megami Tensei II offensive? : Page 3 Subscribe

Superflat
Member
(04-22-2013, 01:31 AM)
Quote

#201

Religion as depicted from SMT2 was so far removed I can't imagine it having a large or controversial effect. It's like a different universe with their own religion. A lot of Japanese novels and entertainment love using themes from Christianity because it's exotic and interesting, but it's usually just themes and ideas, and never really represent the religion itself.

Most games use religion for style. Most games I've played with religion as an important device take very broad ideas and end up seeming to vilifying cults more than a specific religion itself. There are a number of unshakable rules in every religion, and when I see these rules being broken for the sake of story/plot/characters, I can't help but think "oh, they're talking about a cult"-- Using religious icons and ideas for what they weren't meant to. Either way though, I can't see why someone would be really offended. Taken aback maybe, or just disappointed that they got it wrong (if a game was seriously trying to send a message), but nothing to fuss about. Most of the time they're just trying to tell you an interesting story.

BooJoh
Member
(04-22-2013, 02:52 AM)
Quote

#202

I'm not so much offended by it, but I wouldn't be comfortable playing it.

I'm on the fence about DQ7 because I've heard it has similar themes, but I don't know how far separated it is from reality in comparison to this.

Movies have been making woefully/hilariously inaccurate depictions of Christianity for decades, and games follow suit. The big difference is that God is usually treated as the side of good and righteousness, and even if the church is an antagonist, it's usually through some form of corruption and not pitting the player against God. This game seems to force you into combat against God, which I would be wholly uncomfortable playing if it's intentionally portrayed to be a very close approximation to actual Christianity.

Teknoman
Little Big NeoContra
(04-22-2013, 03:08 AM)
Quote

#203

Its interesting to me, since it reminds me of how crazy people can get. There is a dark side to everything...Also, just like El Shaddai, it made me dive deeper into the history of the religion.

Growing up southern baptist, you really dont get much on the history of the religion :P

EDIT: Also it seems like the last boss is a "false" god of sorts, so I dont think it would bother most. Either way, I want to play it someday, instead of just reading about it online.

Last edited by Teknoman; 04-22-2013 at 03:12 AM.

Omnistalgic
Member
(04-22-2013, 03:12 AM)
Quote

#204

Nah...Christianity has been misrepresented throughout every century...it's bound to have some dirt thrown upon it every now and then and rightfully so. Plus this is a work of fiction and people are gonna throw there imagination extensively in video game creation.

shakin_haitian
Banned
(04-22-2013, 03:17 AM)
Quote

#205

> Originally Posted by **dan2026**
> Well yeah. This is why we kill Nazis in every other game, but we aren't killing virtual al qaeda terrorists by the dozen.
>
> Yeah I realise Nazism isn't a religion. But it is a good example.

The assorted abortion bombers and assassins, to say the least, frown upon your shenanigans.

CrunchyFrog
Member
(04-22-2013, 03:18 AM)
Quote

#206

> Originally Posted by **Chacranajxy**
> No, I don't find it offensive, for the same reason you don't. It's a work of fiction, and this is just where they decided to go with it. SMT2 doesn't attack anyone's beliefs or anything along those lines. Like pretty much anything involving religion in Japanese games/film, they're using Christian themes more as a mythological background than anything.
>
> Though I'm sure that if the game were to be officially released in the States, people would complain, because it's so much easier to get offended than to stop and think about what the game's intent actually is.

As with BI, while I find it a bit unnerving that Christian ideas and symbols are being thrown around so casually, ultimately it seems to me that the developer's had no intent to seriously critique Christianity, and even if they did it's such a cartoonishly poor, inaccurate, and dishonest one that anyone more than a passing experience of Christian dogma should be able to dismiss with ease. It's those depictions which come to a narrative analogue of the uncanny valley, those which leave just enough of the real thing in there but change the smallest details to cast a falsely negative light on the Church that I object to, the ones which are much more intellectually dishonest and misleading, i.e. your Dan Brown novels and your Golden Compass's.

khaaan
Member
(04-22-2013, 03:19 AM)
Quote

#207

Out of curiosity, some people are referencing the first game and using a lot of the same terminology. Do the first three (and soon four) games share the same timeline? Or do they all have recurring concepts?

Teknoman
Little Big NeoContra
(04-22-2013, 03:25 AM)
Quote

#208

> Originally Posted by **khaaan**
> Out of curiosity, some people are referencing the first game and using a lot of the same terminology. Do the first three (and soon four) games share the same timeline? Or do they all have recurring concepts?

I think 3 either takes place in its own universe (especially looking at what Aradia showed the demi-fiend...or at least I think it was her. The scene with the multiple universe bubbles), or is a reboot of sorts.

1 and 2 seem to share the same timeline though.

DICKS AHOY
Member

#209

I can't really relate to people who get outright offended by a game's subject matter (not the same

(04-22-2013, 03:31 AM)
Quote

thing as its quality, controls, visuals, sound, the people themselves who made it, etc.), even if it's in support of something really abhorrent.

As an agnostic/apathetic about religion in general (but interested in the history of it nonetheless), if you hold strong beliefs in something does it really matter if a piece of entertainment decides to deconstruct and critique it? Unless it's really sloppily done it just gives you an insight into another perspective of your faith.

DryvBy
Member
(04-22-2013, 03:37 AM)
Quote

#210

I'm not Christian, but close enough. I don't find these offensive. Dark, but not offensive. They don't seem to be using direct names from the bible as characters. The word "god" isn't the name of God. They're not bashing anything that I see.

So no, not offensive at all.

Tookay
Member
(04-22-2013, 03:48 AM)
Quote

#211

As a Catholic, if doesn't offend me in most instances. The Japanese use Christian symbolism as a form of exoticism, without much of a critique behind it. Even if the critique was good/useful, I'm not necessarily opposed to it.

What I do find tiresome are the instances where popular media resorts to caricature and strawmen in criticizing organized religion, especially when it comes from individuals who are barely acquainted with it.

They still don't rise to the level of offensiveness for me, but overly slanted portrayals just induce groans whenever they pop up.

Last edited by Tookay; 04-22-2013 at 03:50 AM.

ohlawd
Mine name is Glenn! Cyrus' hopes and dreams... and now the Masamune, these will now become my burden! forthwith I will slay Magus and restore honor!
(04-22-2013, 03:51 AM)
Quote

#212

I'm a Catholic, I don't really give a crap.

Fighting God. That is cool as hell.

Teknoman
Little Big NeoContra
(04-22-2013, 03:57 AM)
Quote

#213

I think any follower of any religion could choose to be offended by any game from the SMT universe if they wanted to.

I mean this is one of the few series I can think of where you can recruit various Hindu deities to do your bidding or punch them in the face if you choose to do so.

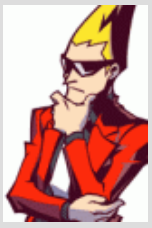
Last edited by Teknoman; 04-22-2013 at 04:08 AM.

Darknight34
Member
(04-22-2013, 04:00 AM)
Quote

#214

As a Christian it sorta bothers me, I wouldn't play it personally, but I wouldn't say someone is wrong for playing it. I know countless things are misrepresented throughout life, but that's the part that bothers me, and it's enough that I wouldn't play it.

watershed
Member
(04-22-2013, 04:02 AM)
Quote



#215

I love how this series mixes in religious influences and straight up confrontations with God. It adds a unique weight to the game world.

HK-47
Oh, bitch bitch bitch.
(04-22-2013, 04:08 AM)
Quote

#216

> Originally Posted by **TheBaronOfNA**
> Because it becomes a black and white morality system (even if you tecnically have 8 forms of alignment). Hell, it probably had the same bitter taste as Mass Effect because you end killing YHVH either way.

Except one could easily come up with reason that Lucifer isnt some saint. He just wants to portray himself as your buddy.

Also its hard not to look the good guy when your opponent is the Old Testament God.

Last edited by HK-47; 04-22-2013 at 04:12 AM.

cj_iwakura
Member
(04-22-2013, 04:55 AM)
Quote

#217

> Originally Posted by **khaaan**
> Out of curiosity, some people are referencing the first game and using a lot of the same terminology. Do the first three (and soon four) games share the same timeline? Or do they all have recurring concepts?

1 & 2 do for sure. I have screens from both in the OP. III references it, and IV has Doctor Steven from 1 & 2. (The inventor of the Devil Summoning app)

Fimbulvetr
Member
(04-22-2013, 05:51 AM)
Quote

#218

> Originally Posted by **Trojita**
> I find SMT more offensive for its lack of awareness on various world religions. It's not that hard to open up a world religions book.

I like how you assume this is laziness, rather than artistic license, when referring to a game series where every supernatural being ever is real.

The same series where you can recruit Ishtar by defusing Astaroth(makes sense if you know about some of the demons in the Ars Goetia being based on ancient deities). The fact that they did this at all shows they put some manner of effort into their research.

That's not even getting into changes due to the series' own personal lore(which allows beings like cryptids, storybook characters, and a biker gang's logo to be considered "Demons").

> Originally Posted by **Trojita**
> Even the Law God appears to be something akin to a Demiurge since it can be defeated.

Yaldabaoth does make an appearance in one of the spin-offs, actually.

Infinite
Member
(04-22-2013, 06:07 AM)
Quote

#219

> Originally Posted by **Astrosanity**
> I can't really relate to people who get outright offended by a game's subject matter (not the same thing as its quality, controls, visuals, sound, the people themselves who made it, etc.), even if it's in support of something really abhorrent.
>
> As an agnostic/apathetic about religion in general (but interested in the history of it nonetheless), if you hold strong beliefs in something does it really matter if a piece of entertainment decides to deconstruct and critique it? Unless it's really sloppily done it just gives you an insight into another perspective of your faith.

Idk I see a lot of posts like yours in this thread and I don't share the same sentiment. I am not offended by this particular games content although I would understand if some one would be. If a game does minstrel show like portrayals of black characters then I would most definitely be offended by that. Just because its a form of entertainment doesn't mean it's immune to me feeling a certain way about its content

Last edited by Infinite; 04-22-2013 at 06:13 AM.

Sakujou
Member
(04-22-2013, 06:19 AM)
Quote

#220

We need these kind of games more. I am not into religions but these type of games get me interested into it. I wonder why only Japanese devs consider bringing up games with religious content in games which could be offensive. Games like asuras wrath, god of war or smt make the gaming world so much more better than all those dudebroshooters with nearly everytime the same story.

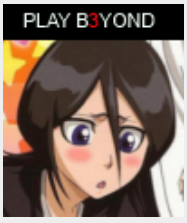
Trojita
Member
(04-22-2013, 06:24 AM)
Quote

#221

> Originally Posted by **Fimbulvetr**
> I like how you assume this is laziness, rather than artistic license, when referring to a game series where every supernatural being ever is real.
>
> The same series where you can recruit Ishtar by defusing Astaroth(makes sense if you know about some of the demons in the Ars Goetia being based on ancient deities). The fact that they did this at all shows they put some manner of effort into their research.
>
> That's not even getting into changes due to the series' own personal lore(which allows beings like cryptids, storybook characters, and a biker gang's logo to be considered "Demons").
>
> Yaldabaoth does make an appearance in one of the spin-offs, actually.

Some may be artistic license, but I still believe a lot of it has to do with a general lack of information on world religions.

Sub_Level
Member
(04-22-2013, 06:25 AM)
Quote



#222

Don't you fight God in multiple SMT games?

And Final Fantasy for that matter too. Some iteration of god or an angel.

You can summon Hades in Final Fantasy VII and Diablo in Final Fantasy VIII.

Fdkn
Member
(04-22-2013, 06:30 AM)

#223

I beat SMT2 last week (and SMT1 a couple of months before) and I found really amusing the amount of detail about Christianity that filled the games, one of the reasons that made me love both

Quote

games tbh.

I'm actually running through Nocturne and I really miss them. There's no messians to kill (for now I hope :<)

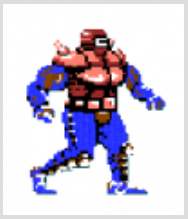
Claneko #224
Member
(04-22-2013, 06:47 AM)
Quote

Christian here and I don't find this sort of thing offensive at all. I don't want to really get into religious semantics or deep theories here, but as one who has read the bible for himself, (remember, we have good teachers, and bad teachers and I prefer to digest the information first hand) my views on God aren't of some vengeful, "don't ever fuck up or I'll burn you" deity.

I always did like that line from Magneto in the first X-men movie where he asks the senator if he's a God-fearing man, and his take on that. However, that's all I want to say about all of this. In all my years online and in different forums, religion and political topics always turn to shit, and I have no interest in offending or arguing with fellow GAFers because no matter who you are, what you do, or what you believe, we're cool. Spread that fucking love.

And with that, I'm ducking back out...need to hit up that Soul Sacrifice demo some more.

jdl #225
Member
(04-22-2013, 06:50 AM)
Quote



I think I may have to play this game. Is the combat grueling hard?

njean777 #226
Member
(04-22-2013, 06:54 AM)
Quote

I am a christian and find nothing really offensive from this or any game really.

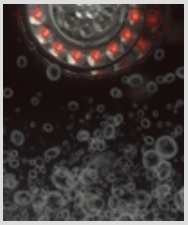
Raonak #227
Member
(04-22-2013, 07:01 AM)
Quote

Wow. That was an epic OP- really want to check out the game now.

vall03 #228
Member
(04-22-2013, 07:07 AM)
Quote

Now I wish Atlus would re-release SMTI&II and with a localization too. As far as the topic goes and as a Catholic, it never really occurred to me to be honest. Im viewing it as a loose reference to the religion anyway. Nothing to get worked up tbh. Though it raised a few questions for me and I'd love to ask a priest about the topic to see what they'd say.

Ploid 3.0
Member
(04-22-2013, 07:10 AM)
Quote

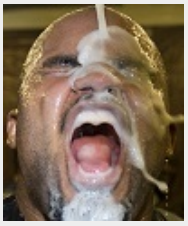


#229

> Originally Posted by **DevelopmentArrested**
> Nah because it's all fiction, baby

My thought, it's just games. It's just movies, etc.

Square Triangle
Kratos can kill Zeus but not Pam Anderson?
(04-22-2013, 07:17 AM)
Quote



#230

Its interesting reading Christians in here not being offended by the game. Doesn't the bible mention worldly pleasures making a mockery of God or something along those lines? I'm not religious, did grow up in it though, and I know any works of fiction that involved wizardry, demons, etc was frowned upon.

-My step-father got super pissed at Gamestop during the PS2 launch because someone sold him Onimusha. I thought the game was great but he overheard the story to it and was really offended.

-A mother wouldn't let her son buy Demon's Souls because it had Demon in the title, yet he was allowed to buy Saint's Row 2.

-We just had a thread about an athiest who was offended by Bioshock Infinite and got a refund.

I just find it hard to believe Christians don't get offended regarding this, coming from a family with strong religious views.

> Originally Posted by **Delightful Oonsk**
> Christian here and not offended at all. It's fiction.
>
> ...
>
> I might be a bit offended at Louis Cypher, though. Seriously?

But like you said, its Fiction.

Last edited by Square Triangle; 04-22-2013 at 07:25 AM.

rObit
Member
(04-22-2013, 07:19 AM)
Quote

#231

Christian here and not offended at all. It's fiction.

It stings a bit when stuff like that is made maliciously to try to beat into my own head how stupid my beliefs are and how stupid I must be to believe them. I don't see that here, though.

I might be a bit offended at Louis Cypher, though. Seriously?

> Originally Posted by **Square Triangle**
> Its interesting reading Christians in here not being offended by the game. Doesn't the bible mention worldly pleasures making a mockery of God or something along those lines? I'm not religious, did grow up in it though, and I know any works of fiction that involved wizardry, demons, etc was frowned upon.
>
> -My step-father got super pissed at Gamestop during the PS2 launch because someone sold him Onimusha. I thought the game was great but he overheard the story to it and was really offended.
>
> -A mother wouldn't let her son buy Demon's Souls because it had Demon in the title, yet he was allowed to buy Saint's Row 2.

Christians take such widely varying interpretations of the Bible that it's tough to assume any standard. For instance, I'm not aware of the specific verse that you are alluding to, but I wouldn't classify this as

making a mockery of God. It's fiction. Some people might take a tougher stance on that, but there's a whole lot of problems in this world to get worked up about a work of fiction. And yeah, I've known people who have avoided works involving wizardry. One of my friends growing up wasn't allowed to watch the Harry Potter movies when they came out. Those people exist, but I don't think you'll find many of them on a gaming message board.

Last edited by rObit; 04-22-2013 at 07:28 AM.

Aeana
Medal Princess
(04-22-2013, 07:23 AM)
Quote

#232

> Originally Posted by **Delightful Oonsk**
> Christian here and not offended at all. It's fiction.
>
> It stings a bit when stuff like that is made maliciously to try to beat into my own head how stupid my beliefs are and how stupid I must be to believe them. I don't see that here, though.
>
> I might be a bit offended at Louis Cypher, though. Seriously?

It's a disguise! He's also taken female form as Louisa Ferre.

RyanDG
Member
(04-22-2013, 07:27 AM)
Quote

#233

Slightly off topic, but this topic actually got me thinking back a little bit, and made me remember the first time a game truly disturbed me. Tecmo's Deception: Invitation to Darkness, with its references to joining into an unholy covenant to resurrect Satan, was easily one of the first times that I felt really uneasy about a game (especially as you get closer and closer to the end after sacrificing all of the souls up to that point). It wasn't even that my family is really that religious by any means, but even in a non overtly religious family, finding a game treading that path was shocking to my younger self. Surprisingly though, that was one of my favorite PS1 games. I would love to see the Deception series revisited with its darker roots (instead of the path the sequels took).

DICKS AHOY
Member
(04-22-2013, 07:34 AM)
Quote

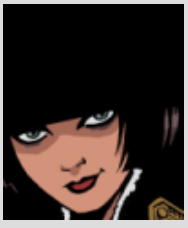
#234

> Originally Posted by **Infinite**
> Idk I see a lot of posts like yours in this thread and I don't share the same sentiment. I am not offended by this particular games content although I would understand if some one would be. If a game does minstrel show like portrayals of black characters then I would most definitely be offended by that. Just because its a form of entertainment doesn't mean it's immune to me feeling a certain way about its content

For me in a scenario such as that I'd be offended by the actual creators and their attitudes if they had something like black face in the game shown in a positive light. The actual act of having racism in a game itself wouldn't be what offended me. That's more what I'm getting at.

There's too much ambiguity in certain mediums for me to be offended by something at face-value without having any prior-knowledge of its source or how it was created. I get and understand why some people can and do get offended by content at face-value, it's just not something I can relate to.

XANDER CAGE
WELCOME TO THE XANDER ZONE
(04-22-2013, 07:45 AM)
Quote



#235

Is Shin Megami Tensei really that overtly offensive in the first place? The fact that the game's whole premise is basically "all theological creatures exist" sort of negates it from having any sort of specifically biting anti-Christian subtext. If anything, the most offensive part would be showing things from outside of actual religious canon existing alongside canon figures from whichever theology you subscribe to.

> Originally Posted by **Square Triangle**
> -A mother wouldn't let her son buy Demon's Souls because it had Demon in the title, yet he was allowed to buy Saint's Row 2.

Heh, well hey, it has Saint in the title!

Teknoman
Little Big NeoContra
(04-22-2013, 07:49 AM)
Quote

#236

> Originally Posted by **Square Triangle**
> Its interesting reading Christians in here not being offended by the game. Doesn't the bible

mention worldly pleasures making a mockery of God or something along those lines? I'm not religious, did grow up in it though, and I know any works of fiction that involved wizardry, demons, etc was frowned upon.

-My step-father got super pissed at Gamestop during the PS2 launch because someone sold him Onimusha. I thought the game was great but he overheard the story to it and was really offended.

-A mother wouldn't let her son buy Demon's Souls because it had Demon in the title, yet he was allowed to buy Saint's Row 2.

-We just had a thread about an athiest who was offended by Bioshock Infinite and got a refund.

I just find it hard to believe Christians don't get offended regarding this, coming from a family with strong religious views.

But like you said, its Fiction.

Someone let her kid buy Monster Hunter, but didnt like Pokemon games because they were "Pocket Monsters". This happened at work today.

I'm glad he's not an SMT fan (even though he does have good taste so far lol) because he wouldnt be able to touch Soul Hackers with a 30 foot pole.

> Originally Posted by **XANDER CAGE**
>
> Is Shin Megami Tensei really that overtly offensive in the first place? The fact that the game's whole premise is basically "all theological creatures exist" sort of negates it from having any sort of specifically biting anti-Christian subtext. If anything, the most offensive part would be showing things from outside of actual religious canon existing alongside canon figures from whichever theology you subscribe to.

Thats what i'm thinking.

Soriku
Member
(04-22-2013, 07:51 AM)
Quote

#237

> Originally Posted by **Delightful Oonsk**
>
> I might be a bit offended at Louis Cypher, though. Seriously?

I'll just leave this here:

He mad tho

Krelian91
Junior Member
(04-22-2013, 10:23 AM)
Quote

#238

> Originally Posted by **khaaan**
> Out of curiosity, some people are referencing the first game and using a lot of the same terminology. Do the first three (and soon four) games share the same timeline? Or do they all have recurring concepts?

The SMT timeline is even more confusing than the Zelda one before Hyrule Historia came out.

This is the most likely interpretation of the timelines: http://atlus.com/forum/showthread.php?t=4373

peaceiscloser
Member
(04-22-2013, 10:48 AM)
Quote

#239

I don't find most portrayals of Judeo-Christian religion in Japanese media offensive at all.

Now for something like the Bioshock series and Bioshock Infinite especially, well that just kinda weirded me out at times.

BillyBats
Banned
(04-22-2013, 10:49 AM)
Quote

#240

Let these companies have the balls and start insulting Islam then we'll have something to talk about. Christians/Catholics/Jews are easy targets and are constantly shit on by pretty much everyone at this point.

Tookay
Member
(04-22-2013, 10:58 AM)
Quote

#241

> Originally Posted by **BillyBats**
> Let these companies have the balls and start insulting Islam then we'll have something to talk about. Christians/Catholics/Jews are easy targets and are constantly shit on by pretty much everyone at this point.

Honestly that's what bothers me more than anything. Judeo-Christian beliefs are punching bags with

modern media and gaming, but they're cowards when depicting, criticizing, or satirizing Islam, and back away at the slightest threat or provocation. Such an utterly spineless double-standard.

Laughing Banana
Weeping Pickle
(04-22-2013, 10:59 AM)
Quote

#242

SMT/Persona games has this too:

Some Muslims may not be happy with that, I'd wager.

MysticX
Member
(04-22-2013, 11:19 AM)
Quote

#243

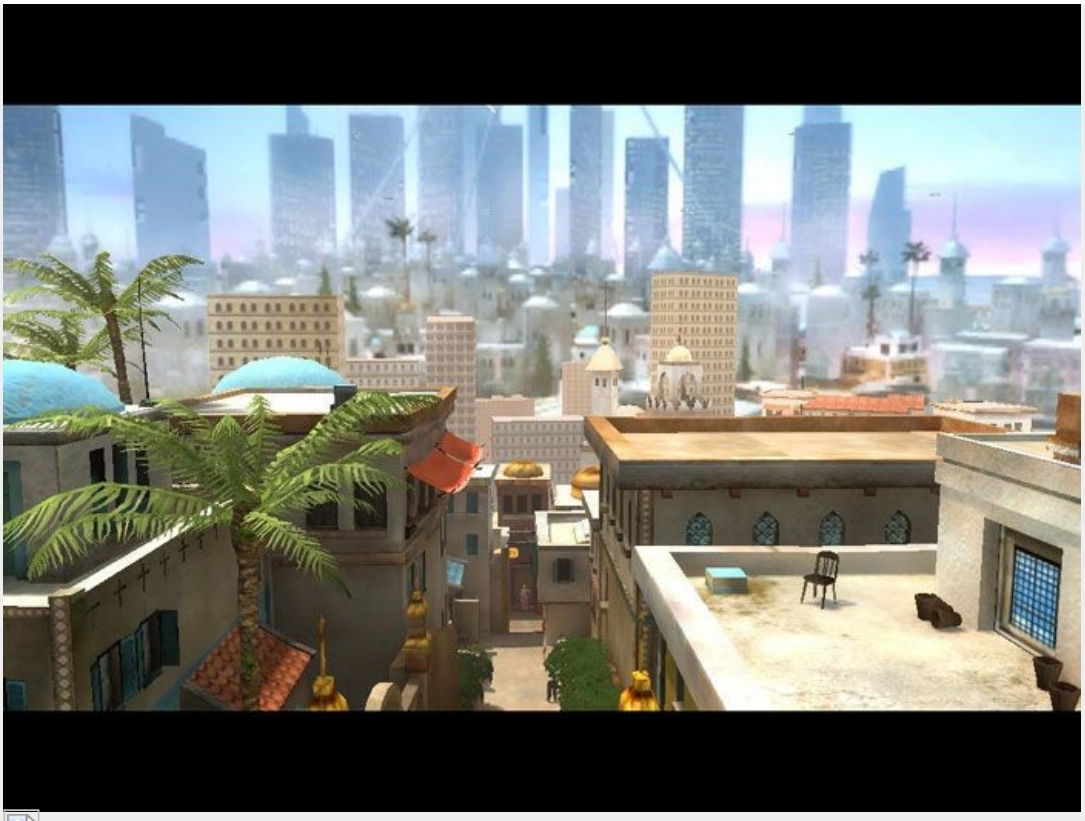
yeah, this is just a video game I mean common!

Messofanego
Member
(04-22-2013, 12:31 PM)
Quote

#244

> Originally Posted by **BillyBats**
> Let these companies have the balls and start insulting Islam then we'll have something to talk about. Christians/Catholics/Jews are easy targets and are constantly shit on by pretty much everyone at this point.

Not insult, but the closest thing to Islam or just Middle Eastern culture was **Dreamfall: The Longest Journey**. It had themes of religious fundamentalism, foreign invasion, freedom fighters/terorrists, and was released (2006) during the Iraq war. And it was damn cool.



> Originally Posted by **Laughing Banana**
>
> SMT/Persona games has this too:

> Some Muslims may not be happy with that, I'd wager.

I'm muslim, what am I meant to see? I just see boobs :P

Boerseun
Banned
(04-22-2013, 12:59 PM)
Quote

#245

I love the art style.

All I can add here really.

RedNumberFive
Xbone credit card reader
(04-22-2013, 01:06 PM)
Quote

#246

> Originally Posted by **Laughing Banana**
> SMT/Persona games has this too:

Some Muslims may not be happy with that, I'd wager.

I'm rockin' that thing in my Persona 4 theme right now.

daninthemix
Member
(04-22-2013, 01:16 PM)
Quote

#247

Haven't played it but from what's in the OP I would be very uncomfortable playing it. In fact I wouldn't play it because I don't play games to feel uncomfortable.

I don't get "offended" per se - even by stuff like Louie or Ted (the movie) which make me crease up with laughter and then they blaspheme God or Christ and I just think "that's sad". I don't get offended though.

PogiJones
Banned
(04-22-2013, 01:18 PM)
Quote

#248

I just wanted to add one thing: The problem with a poll like the one in this thread is that admitting one is offended will just paint a target on his or her back for other GAFfers. First dude in the thread that mentioned he was offended immediately got a Cthulu gif thrown at him. (I don't actually know what that was supposed to mean, but I assume it was derogatory.) The underlying issue is that the vast majority of posters here think if you're not cool with whatever, you must be "close-minded," or an extremist, etc.

(Tangent: Open-mindedness means you're open to considering opposing arguments, not that you are cool with whatever and take no firm stances. It merely means that when you take a firm stance, you're still willing to listen to the arguments of opposing views. After listening to those arguments, saying the arguments are wrong/bad/faulty--and therefore rejecting them--does not make you close-minded, as long as you gave them the shake they deserve. Rejecting ideas you think are wrong doesn't mean you're close-minded, it means you're decisive.)

Anyway, as I said in my previous post, it doesn't offend me, although I find it unfortunately disrespectful (probably without intent). But regardless of how I feel, I'm sure there are plenty of Christians who were offended, but decided not to post so they wouldn't be berated. And I'm sure there

are others who were on the margin of being offended, but when typing out their response, the atmosphere pushed them into the "not offended" category.

I actually get really bothered by the internet's "offense" and "outrage" culture, and also the outrage of extremists, as it paints a negative picture on Christianity as a whole. However, I think even more bothersome is the bullying of those who do express those feelings to the point where they feel they're not free to express when something bothers them.

Laughing Banana
Weeping Pickle
(04-22-2013, 01:22 PM)
Quote

#249

> Originally Posted by **Messofanego**
> I'm muslim, what am I meant to see? I just see boobs :P

Well, boot up Persona 3 or 4 or 4G for Vita and see the description for Alilat in the compendium. If you don't want to bother I can PM it to you, if you want.

It's only obvious when you read Alilat's story and description.

cj_iwakura
Member
(04-22-2013, 01:23 PM)
Quote

#250

> Originally Posted by **jdl**
> I think I may have to play this game. Is the combat grueling hard?

Not really. It's an easy game to break, but it does have a lot of random battles, and Satan/Yahweh are no pushovers(as to be expected).

Messofanego
Member
(04-22-2013, 01:34 PM)
Quote

#251

> Originally Posted by **Laughing Banana**
> Well, boot up Persona 3 or 4 or 4G for Vita and see the description for Alilat in the compendium. If you don't want to bother I can PM it to you, if you want.
>
> It's only obvious when you read Alilat's story and description.

Just checked the wiki, I don't think muslims have anything to be offended by. This was before Islam, when people in Mecca did worship idols, so that's pretty feasible. Also, cool mythos.

PogiJones
Banned
(04-22-2013, 01:38 PM)
Quote

#252

> Originally Posted by **Tookay**
> Honestly that's what bothers me more than anything. Judeo-Christian beliefs are punching bags with modern media and gaming, but they're cowards when depicting, criticizing, or satirizing Islam, and back away at the slightest threat or provocation. Such an utterly spineless double-standard.

While I agree with you, it's a double-standard that's understandable. This is an unfortunate case of passiveness leading to being walked all over, and aggressiveness leading to being heeded. If my neighbor doesn't say anything about my kids playing on his lawn, I'd probably let them play on his lawn. If he threatens to beat them the next time they step foot on his lawn, I'll think he's a jerk, but I'll heed his warning and he'll get what he wants.

Of course, in a neighborhood, you can always go to the police over threats of violence. But with media portrayals of Islam, who you gonna petition for protection? Where there's almost no protective authority, threats of violence are "respected" more than gestures of passiveness.

(Politically Correct disclaimer: Most Muslims won't get violent, I know. And some Christians do get violent. But violence is far more likely to come upon you if you insult Islam, as compared to insulting Christianity.)

Fimbulvetr

#253

Member
(04-22-2013, 04:03 PM)
Quote

> Originally Posted by **Trojita**
> Some may be artistic license, but I still believe a lot of it has to do with a general lack of information on world religions.

Based on what? Just hearing about it or actually knowing the context behind it?

Treechopper
Member
(04-22-2013, 04:54 PM)
Quote

#254

> Originally Posted by **dab0ne**
> The only thing that bothers me about my religion is how people use it as a weapon instead of a tool. In the wrong hands a religion can be quite evil.

Can I have this as a tag someday?

I haven't played the game so I'm having to rely on your description in the OP but the word I would use to describe my feelings towards it (again, not actually understanding what happens within the game) is uncomfortable.

While they may not actually call them Christians, having those undertones gives an impression of what that religion is like even if it isn't close to what you say in the game (because it's fiction and you're taking liberties for the story). For some people, the media will be their only idea of what a particular religion is and nobody likes being misrepresented even if it's unintentional.

XenoRaven
Member
(04-22-2013, 05:46 PM)
Quote

#255

None of this makes me any more uncomfortable than the fact that the Messiah Persona in Persona 3 absorbes pierce damage.

---

kai3345
Lives a sad life
(04-22-2013, 05:55 PM)
Quote

#256

Man I should really play SMT II

TheExodu5
graphics buttocks on a train
(04-22-2013, 05:55 PM)
Quote

#257

> Originally Posted by **XenoRaven**
> None of this makes me any more uncomfortable than the fact that the Messiah Persona in Persona 3 absorbes pierce damage.

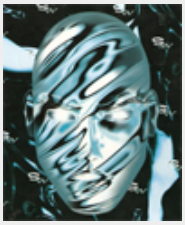
Ahaha wow.

TreasureHunterG
Member
(04-22-2013, 07:47 PM)

#258

YHWH might offend people with strong christian beliefs indeed. He's a portrayal of the hebrew/christian god characted as a cruel dictator with little regard for human life. It might offend even

Quote



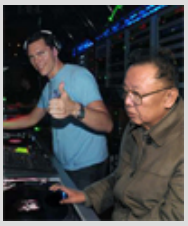
more when Lucifer turn angel again after you defeat YHWH.

It didn't bother me because I know these are innacurated portrayals of the Christianism but can fuel anti-religion and atheist talks.

djtiesto
is beloved, despite what anyone might say
(04-22-2013, 09:41 PM)

#259

Quote



> Originally Posted by **dygiT**
> SMT is definitely the worst of it but a lot of JRPG designers/writers from the 80s and 90s really hated Christianity. It's hilarious.

I was raised Catholic and my 80's - 90's gaming diet was mostly RPGs (still is!), I always wonder if that had anything to do with me eschewing religion and becoming an agnostic.

Pollux
Member
(04-22-2013, 09:45 PM)

#260

Quote

As a Catholic, I couldn't care less.

DryvBy
Member
(04-22-2013, 11:47 PM)

#261

Quote

> Originally Posted by **Square Triangle**
> Its interesting reading Christians in here not being offended by the game. Doesn't the bible mention worldly pleasures making a mockery of God or something along those lines? I'm not religious, did grow up in it though, and I know any works of fiction that involved wizardry, demons, etc was frowned upon.
>
> -My step-father got super pissed at Gamestop during the PS2 launch because someone sold him Onimusha. I thought the game was great but he overheard the story to it and was really offended.
>
> -A mother wouldn't let her son buy Demon's Souls because it had Demon in the title, yet he was allowed to buy Saint's Row 2.
>
> -We just had a thread about an athiest who was offended by Bioshock Infinite and got a refund.
>
> I just find it hard to believe Christians don't get offended regarding this, coming from a family with strong religious views.
>
> But like you said, its Fiction.

I see what you're saying, but aside from the theology of everything, something not specifically bashing the name of God (which isn't the word, god) isn't offensive to me. The "witchcraft" in video games is not what I would consider "real witchcraft" in the terms the bible specially talks about. I don't really listen to what pastors have to say about what God considers evil and good because I frankly don't think they have any idea what the bible says regarding things. Remember: Pokemon was considered "evil" by churches in the day...

My parents raised me Christian and I know what you're saying though. If I was still a theological

Christian, I would be pretty darn offended by this stuff though. I just have a different outlook on some things.

edit: My mistake - I didn't see the last image last night. I'd say that's a bit offensive to me.

> Originally Posted by **PogiJones**
>
> While I agree with you, it's a double-standard that's understandable. This is an unfortunate case of passiveness leading to being walked all over, and aggressiveness leading to being heeded. If my neighbor doesn't say anything about my kids playing on his lawn, I'd probably let them play on his lawn. If he threatens to beat them the next time they step foot on his lawn, I'll think he's a jerk, but I'll heed his warning and he'll get what he wants.
>
> **Of course, in a neighborhood, you can always go to the police over threats of violence.** But with media portrayals of Islam, who you gonna petition for protection? Where there's almost no protective authority, threats of violence are "respected" more than gestures of passiveness.
>
> (Politically Correct disclaimer: Most Muslims won't get violent, I know. And some Christians do get violent. But violence is far more likely to come upon you if you insult Islam, as compared to insulting Christianity.)

Heh, I've lived in three states and some jerk always manages to try and make trouble. Calling the police after them threatening to bust up my cars or house, three times I was told that unless they actually did something, it's my word against theirs. It's pretty pointless to call about threats unless you want to try a restraining order.

Last edited by DryvBy; 04-23-2013 at 12:00 AM.

Aquamarine
Banned
(04-22-2013, 11:51 PM)
Quote

#262

> Originally Posted by **TreasureHunterG**
>
> YHWH might offend people with strong christian beliefs indeed. He's a portrayal of the hebrew/christian god characted as a cruel dictator with little regard for human life. It might offend even more when Lucifer turn angel again after you defeat YHWH.
>
> It didn't bother me because I know these are innacurated portrayals of the Christianism but can fuel anti-religion and atheist talks.

It's very good you didn't find these offensive. Fictional, stylized works of art shouldn't offend people with strong convictions or beliefs. It's just fundamentally silly for people to worry about small things and just ignore them, especially as faith is such a deeply personal, individualistic thing.

Last edited by Aquamarine; 04-22-2013 at 11:53 PM.

SatelliteOfLove
Member
(04-23-2013, 12:07 AM)
Quote

#263

> Originally Posted by **Fimbulvetr**
>
> Based on what? Just hearing about it or actually knowing the context behind it?

And I *highly* doubt it's the latter.

> SMT is definitely the worst of it

Megaten is easily the BEST of it. Highbrow, learned in the ways of what they're gleaning from, and shockingly diverse (Soul Hackers is providing excellent examples of all 3 right now).

Also: no corny crucifixion scenes.

---

trw
Member
(04-23-2013, 12:12 AM)
Quote

#264

Megaten and many other japanese series are not really depicting modern christianity though. They are often inspired by gnosticism, manichaeism, kabbalah etc.

It's not like they are taking christian themes and making a point in saying their believers are wrong or

misguided, they are just taking cues from older thoughts from before the christian dogma where set in stone.

BearChair
Member
(04-23-2013, 12:43 AM)
Quote

#265

This is slightly off topic, but the smt series is based on the book Megami Tensei. Has anyone read it and can comment on it! Has it ever been translated to English?

JJD
Member
(04-23-2013, 01:21 AM)
Quote

#266

> Originally Posted by **cj_iwakura**
> Would you mind elaborating on this? To give some more context, before you fight Yahweh at the end of SMTII, you find out the Messians are planning to exterminate the entire world to wipe out all the demons and everyone who disagrees with their cause. Yahweh is the one who shows up to stop your party.
>
> That's part of the reason why I'm not offended by it; **their depiction of Yahweh is as a very cruel-hearted, merciless deity.**

God in the Old Testament had a lot of human psychological traits...one could easily claim God is merciless or cruel considering some parts of it. "God is love" is kinda new, as in New Testament new.

As for your original question, as a Christian I have found myself a little bit uncomfortable with some books and even some movies, but never with any game. Perhaps I just don't regard games with the same importance I do books or movies.

I guess, I'm fairly open minded and don't consider myself really devoted. I would never give up on reading a book or seeing a movie because of it's views on my professed religion. I guess I wouldn't abdicate from playing a game too.

By the way, are you one of the writers from Hardcore Gaming 101? If you are, I freaking love your site dude! Keep the great work! =)

Last edited by JJD; 04-23-2013 at 01:29 AM.

cj_iwakura
Member
(04-23-2013, 01:28 AM)
Quote

#267

> Originally Posted by **JJD**
> God in the Old Testament had a lot of human traits...one could easily claim God is merciless or cruel considering some parts of it. "God is love" is kinda new, as in New Testament new.
>
> As for your original question, as a Christian I have found myself a little bit uncomfortable with some books and even some movies, but never with any game. Perhaps I just don't regard games with the same importance I do books or movies.
>
> I guess, I'm fairly open minded and don't consider myself really devoted. I would never give up on reading a book or seeing a movie because of it's views on my professed religion. I guess I wouldn't abdicate from playing a game too.
>
> By the way, are you one of the writers from Hardcore Gaming 101? If you are, I freaking love your site dude! Keep the great work! =)

I've done a couple articles and help do the SMT one, yeah.

And yeah, SMT YHVH is more old testament than new.

By the by, someone at another board I frequent brought up something interesting:

> Originally Posted by **Weisskaiser**
> Okay I've been seeing this mentioned on pretty much all the English-speaking forums I've been to and it's been bothering the shit out of me and this is the only place I actually bothered to register on with a Megaten thread so I'm just going to let it off my chest here.

WHY DO PEOPLE KEEP SAYING THAT YHVH FROM 2 IS LUCIFER'S BIG NEMESIS?

Lucifer *constantly* says that his enemy is the "great will" (大いなる意思). Kagutsuchi says he was created by the Great Will. *YHVH SAYS HIMSELF THAT HE TOO WAS CREATED BY THE GREAT WILL.* The Great Will is *clearly a separate entity*. Lucifer explains the Amara universe as being created and controlled not by YHVH or the yuiitsushin or whatever but by, yes, *the Great Will*. Maybe a botched rubbish translation in one or more games caused people to get this wrong, I've only played the games in Japanese and it's pretty clearly stated.

Kagutsuchi:
「…大いなる意思は、かって世界に自由を与えた。」
Blah blah **the Great Will** gave the world freedom

Lucifer's aide explaining the Amara universe:
「あなたの知らない何処かで、また幾万、幾億という世界が生まれ変わっている事でしょう。
それが…大いなる意思の元にさだめられたアマラの摂理なのです。」
Blah blah that is the rule of Amara determined by **the Great Will**

After you join Lucifer:
「あなたこそが、長い連環を打ち破り、暗黒の天使とともに、大いなる存在をも打ち破ってくれるだろう、と期待してもはや引き返す事はできません」
Blah everyone thinks it's you who will help the dark angel to defeat **the Great Existence** blah
(Not to mention how this is after 2 so YHVH's kind of already defeated)

YHVH himself:
「宇宙の大いなる意志は何度でも我を生み出すであろう……」
The Great Will of the universe will recreate me as many times as necessary as long as blah blah

Furthermore IIRC the explanation of the Amara universe in 3 says something that can be interpreted as each world having its own Kagutsuchi-like being in charge of it which probably refers to stuff like Babel and Polaris and Brahman and yes, YHVH.

So like yeah anyway YHVH isn't the Great Will.

Edit: Also people never seem to mention the Buddhism spin on things introduced in 3 even though it uses all those Indian terms from it and you know is about reincarnation and stuff. Lucifer's desire to break the cycle of reincarnation pretty much makes him Buddha.

Just saying.

TL;DR

Great Will > YHVH, Lucifer wants The Great Will deposed.

MechaX
Member
(04-23-2013, 01:38 AM)
Quote

#268

> Originally Posted by **dygiT**
> SMT is definitely the worst of it but a lot of JRPG designers/writers from the 80s and 90s really hated Christianity. It's hilarious.

SMT uses mythical figures and deities whole-sale, but does not dabble or scrutinize about the actual *practice* of religion too much.

I would say that Breath of Fire II's idea of something like Christianity is way worse. [redacted]

Last edited by MechaX; 04-23-2013 at 01:41 AM.

entrydenied
Member
(04-23-2013, 01:52 AM)
Quote

#269

> Originally Posted by **BearChair**
> This is slightly off topic, but the smt series is based on the book Megami Tensei. Has anyone read it and can comment on it! Has it ever been translated to English?

http://ddstranslation.blogspot.sg/20...uction_16.html

I think these are books 1 and 2 translated by a fan. The third book wasn't translated.

ohlawd
Mine name is Glenn! Cyrus' hopes and dreams... and now the Masamune, these will now become my burden! forthwith I will slay Magus and restore honor!
(04-23-2013, 01:56 AM)
Quote

#270

> Originally Posted by **XenoRaven**
> None of this makes me any more uncomfortable than the fact that the Messiah Persona in Persona 3 absorbes pierce damage.

Bravo.

vagabondarts
Member
(04-23-2013, 02:10 AM)
Quote

#271

I wouldn't say it offends me, but I've stopped playing megaten games (despite loving the way they play) the last couple of years.
Megaten II was one of the big reasons.

From my perspective, even though its just a game, arming myself with demons to fight against the creator of life doesn't sit well with me at all.
These are deeply held views by me and its just uncomfortable in a medium I want to have fun in.
Do I want to devote 40 hours to another entry just to have to fight God? Not interested really.

I don't judge anyone who plays them or anything, it was a personal choice.

Nairume
Member
(04-23-2013, 02:14 AM)
Quote

#272

Back when I still considered myself all that christian, I never really found SMT2 (or any of the games, honestly) all that offensive, outside of always being weirded out about how Atlus never really knew how to write the law factions without giving them the same amount of tact as Bioware writes its evil characters/factions.

They've since become significantly better about it if Devil Survivor and Strange Journey are any indication.

lingiii
Banned
(04-23-2013, 02:17 AM)
Quote

#273

naw. It interacts much more with the sort of peripheral Christian symbolism and art than the actual church and beliefs and important things. MegaTen always struck me as taking more from Milton/Blake/Kabbalah knuckleheads/Revelation (which is so bonkers who knows why it's canon) than from the Bible anyway. it's far enough removed to be more of an aesthetic nod to old Western art/literature, which all just happens to be able biblical stuff.

TheBaronOfNA
Banned
(04-23-2013, 02:21 AM)
Quote

#274

> Originally Posted by **HK-47**
> Except one could easily come up with reason that Lucifer isnt some saint. He just wants to portray himself as your buddy.

Of course, that's why I would like that the games explore this aspect more. I mean, it looks like in

Nocturne, outside the FUCK YEAH I LUCY'S GENERAL, the MC actually truly did a questionable thing in destroying the rebirth cycle.

cj_iwakura
Member
(04-23-2013, 02:22 AM)
Quote

#275

> Originally Posted by **TheBaronOfNA**
> Of course, that's why I would like that the games explore this aspect more. I mean, it looks like in Nocturne, outside the FUCK YEAH I LUCY'S GENERAL, the MC actually truly did a questionable thing in destroying the rebirth cycle.

It made me feel genuinely uncomfortable when Metatron showed up and chastised me for turning against God.

Uh, I may as well say we're going to start spoiling SMT III here.

GhaleonQ
Member
(04-23-2013, 02:27 AM)
Quote

#276

(background: Missouri Synod Lutheran, religion major at Ivy League, secular school, theologically conservative)

1. Overall, no, because art doesn't offend me, just disgust me. No, the series doesn't disgust me because of 2.

2. Contextually, no, because, as others have written, it's kooky religious symbolism and nothing more.

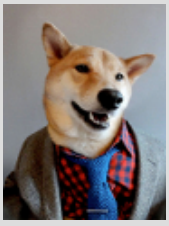
3. If I could somehow imagine it as something more than iconography, then it still wouldn't be offensive, since the series is pretty stupid about religion. The Ogre series would be a sample of something smarter that could potentially disgust me (although it doesn't for a variety of reasons).

> Originally Posted by **Fimbulvetr**
> I like how you assume this is laziness, rather than artistic license, when referring to a game series where every supernatural being ever is real.
>
> The same series where you can recruit Ishtar by defusing Astaroth(makes sense if you know about some of the demons in the Ars Goetia being based on ancient deities). The fact that they did this at all shows they put some manner of effort into their research.
>
> That's not even getting into changes due to the series' own personal lore(which allows beings like cryptids, storybook characters, and a biker gang's logo to be considered "Demons").
>
> Yaldabaoth does make an appearance in one of the spin-offs, actually.

I can't really give counterexamples because it's been so long, but I remember it being dumb (not that there's anything wrong with that) and, at best, has the same level of knowledge you'd expect from God Of War. I could be misremembering, but I recall it being shallow.

Last edited by GhaleonQ; 04-23-2013 at 02:37 AM.

The Last Wizard
Member
(04-23-2013, 02:32 AM)
Quote



#277

I wish Altus would remake 1 and 2:(

cj_iwakura
Member
(04-23-2013, 02:33 AM)
Quote

#278

> Originally Posted by **The Last Wizard**
> I wish Altus would remake 1 and 2:(

Define 'remake'? You mean like updated, or full-on Nocturne style? The former's been done, the latter... don't hold your breath.

vall03
Member
(04-23-2013, 02:40 AM)
Quote

#279

> Originally Posted by **cj_iwakura**
> Define 'remake'? You mean like updated, or full-on Nocturne style? The former's been done, the latter... don't hold your breath.

Aren't people saying that the GBA versions are technically the best versions of the games? I really wish they were localized.

Byakuya769
Santa is Black
Jesus is too
I'll be goddamned
If I buy a WiiU
(04-23-2013, 02:41 AM)
Quote

#280

Seems pretty cool to me.

Just take it with you.
Member
(04-23-2013, 02:42 AM)
Quote

#281

> Originally Posted by **cj_iwakura**
> I've done a couple articles and help do the SMT one, yeah.
>
> And yeah, SMT YHVH is more old testament than new.
>
> By the by, someone at another board I frequent brought up something interesting:
>
> TL;DR
>
> Great Will > YHVH, Lucifer wants The Great Will deposed.

Interesting. I remember Yahweh talking about "the will of the universe" at the end of SMT2, but I always thought that was referring to the collective will of humanity--i.e. he will always exist as long as people believe in him (the familiar "gods need prayer idea").

To be fair, Nocturne's game over text and cutscene really seem to imply that the Great Will is Yahweh, though.

TheBaronOfNA
Banned
(04-23-2013, 02:45 AM)
Quote

#282

> Originally Posted by **GhaleonQ**
> I can't really give counterexamples because it's been so long, but I remember it being dumb (not that there's anything wrong with that) and, at best, has the same level of knowledge you'd

expect from God Of War. I could be misremembering, but I recall it being shallow.

There is truly shallow religiou comentary moments (SMTII being the prime example). But they are better than most JRPGs with evil churchs plot.

Nairume
Member
(04-23-2013, 02:49 AM)
Quote

#283

> Originally Posted by **vall03**
> Aren't people saying that the GBA versions are technically the best versions of the games? I really wish they were localized.

They are pretty much the PS1 versions with crappier music.

Stands a chance that Atlus will localize them the next time they actually update the games.

someguyinahat
Member
(04-23-2013, 02:51 AM)
Quote

#284

I'm Catholic and have played a number of SMT games. Given that all the religious figures are presented in a shallow, almost stereotypical manner, I can write it off as fiction and say I'm fine with it. Given that it doesn't seem to matter half the time whether it's an angel or a devil and they're all given the umbrella name "demons", an argument can even be made that the figure they call "God" is just another demon taking the name.

TheBaronOfNA
Banned
(04-23-2013, 02:53 AM)
Quote

#285

> Originally Posted by **someguyinahat**
> Given that it doesn't seem to matter half the time whether it's an angel or a devil and they're all given the umbrella name "demons", an argument can even be made that the figure they call "God" is just another demon taking the name.

Eh, there is an actual reason for that, even if is still kind of questionable...

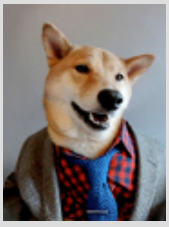
bjb
Banned
(04-23-2013, 02:53 AM)
Quote

#286

To be honest, I didn't think the game was all that great to begin with. I found it pretty shallow and uninteresting on multiple levels. Was decent enough to finish, but certainly wouldn't recommend it.

That being said, the content isn't anymore blatant or offensive than other games with similar narratives. I suppose I can see why some people -might- get offended? Particularly if they're unable to separate fiction from....well fiction.

The Last Wizard
Member
(04-23-2013, 02:54 AM)
Quote



#287

> Originally Posted by **cj_iwakura**
> Define 'remake'? You mean like updated, or full-on Nocturne style? The former's been done, the latter... don't hold your breath.

Something I can play in NA legally, a full blown updated one woud be great but anything is welcome. The story for 1 sounds so awesome.

emb
Member
(04-23-2013, 03:12 AM)
Quote

#288

Yeah, the kind of thing in the op does bother me some. In general I'm fine with fiction and life being separate, and not worrying about what's going on in games. Many games I play and enjoy have excessive violence, swearing, plots where the church is evil, etc. I'd prefer not to have those things in games, but I don't feel bad or convicted for playing them.

Seeing games specifically criticize or involve real religions (or ones that are obviously specific so that the intention is clear) is a big turn off. It seems like a clear enough message of "we don't care about / actively hate religion x" is present. That sort of thing is actually why I've never delved into the SMT or Persona series, because I'm aware of the themes that are present (or at least were in the past). I don't think it's 'wrong' to play that, I just prefer not to. In fact, I would generally prefer all my games to avoid serious issues, because it doesn't seem like they are often handled well. Just my preference though.

Azriell
Member
(04-23-2013, 03:13 AM)
Quote

#289

I was under the impression that SMT 1 and 2 had never been localized. What versions/platform are these screens from?

On topic, I only viewed a handful of the screens (so as to avoid spoilers to a game I really want to play) but I didn't see anything that would offend me. But I haven't seen enough to say for certain.

Dog Problems
Member
(04-23-2013, 03:16 AM)
Quote

#290

I don't find it offensive at all. I don't think I've ever played a game that had anything offensive to my beliefs.

randomkid
Member
(04-23-2013, 03:21 AM)
Quote

#291

> Originally Posted by **GhaleonQ**
>
> (background: Missouri Synod Lutheran, religion major at Ivy League, secular school, theologically conservative)
>
> 1. Overall, no, because art doesn't offend me, just disgust me. No, the series doesn't disgust me because of 2.
>
> 2. Contextually, no, because, as others have written, it's kooky religious symbolism and nothing more.
>
> 3. If I could somehow imagine it as something more than iconography, then it still wouldn't be offensive, since the series is pretty stupid about religion. The Ogre series would be a sample of something smarter that could potentially disgust me (although it doesn't for a variety of reasons).
>
> I can't really give counterexamples because it's been so long, but I remember it being dumb (not that there's anything wrong with that) and, at best, has the same level of knowledge you'd expect from God Of War. I could be misremembering, but I recall it being shallow.

GHALEON! Not gonna let you quietly damn my favorite franchise, NOPE, not happening! I mean, yeah, Kaneko does use myth as aesthetic, but it's his weirdo connections that make things super interesting and turn style into substance. Schrodinger's Cat and Buddhist hymns and the Nintendo DS as a conduit for Web URLs which is kind of like Solomonic demon summoning (?!), I mean, come on!

Here, read lots of neato interviews:

http://megatengaku.wordpress.com/
http://www.1up.com/news/postmortem-s...tensei-strange
http://megatengaku.wordpress.com/int...ide-interview/

God of War, sniff, I mean really. Gotta give this franchise a second chance. How you aren't singing Raidou 1's praises at least is a mystery to me.

cj_iwakura
Member
(04-23-2013, 03:22 AM)
Quote

#292

> Originally Posted by **Azriell**
> I was under the impression that SMT 1 and 2 had never been localized. What versions/platform are these screens from?
>
> On topic, I only viewed a handful of the screens (so as to avoid spoilers to a game I really want to play) but I didn't see anything that would offend me. But I haven't seen enough to say for certain.

They're both from the SNES/SFC versions, fan translated.

They're all from my let's playthroughs. I'd link them, but I'd rather people get to play them themselves if at all possible.

Azriell
Member
(04-23-2013, 03:32 AM)
Quote

#293

> Originally Posted by **cj_iwakura**
> They're both from the SNES/SFC versions, fan translated.
>
> They're all from my let's playthroughs. I'd link them, but I'd rather people get to play them themselves if at all possible.

Good to know, thanks. I'll have to go looks this up. I've been looking for something new to play, too!

Laughing Banana
Weeping Pickle
(04-23-2013, 03:32 AM)
Quote

#294

> Originally Posted by **Messofanego**
> Just checked the wiki, I don't think muslims have anything to be offended by. This was before Islam, when people in Mecca did worship idols, so that's pretty feasible. Also, cool mythos.

Well, it is pretty blatant that Alilat is meant to be Allah, as there has been speculation by some that Allah is actually derived from a deity/idol that came before Islam emerged.

cj_iwakura
Member
(04-23-2013, 03:34 AM)
Quote

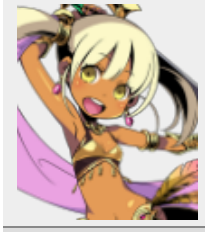
#295

I forgot I recorded this.

A 32 second look at the fight itself.

Anti climatic music, but his animations still creeps me out.

Mauricio_Magus
Banned
(04-23-2013, 04:26 AM)
Quote



#296

God's an asshole in SMT2, the only one I've gone Chaos route

thetrin
Hail, peons, for I have come as ambassador from the great and bountiful Blueberry Butt Explosion
(04-23-2013, 04:37 AM)
Quote

#297

> Originally Posted by **TreasureHunterG**
> YHWH might offend people with strong christian beliefs indeed. He's a portrayal of the hebrew/christian god characted as a cruel dictator with little regard for human life. It might offend even more when Lucifer turn angel again after you defeat YHWH.
>
> It didn't bother me because I know these are innacurated portrayals of the Christianism but can fuel anti-religion and atheist talks.

Technically, that portrayal of YHWH/YHVH is pretty accurate to Old Testament.

Poetic.Injustice
Member
(04-23-2013, 04:47 AM)
Quote

#298

Here's something Capcom should be glad never hit the mainstream Muslim media.

http://www.youtube.com/watch?v=QzW19AUIS1I

Fimbulvetr
Member
(04-23-2013, 06:30 AM)
Quote

#299

> Originally Posted by **Laughing Banana**
> Well, it is pretty blatant that Alilat is meant to be Allah, as there has been speculation by some that Allah is actually derived from a deity/idol that came before Islam emerged.

Meant to be Allah within the context of Strange Journey? Nope.

Would totally contradict the Mother Goddess motif they had going on with the major Chaos Demons.

HK-47
Oh, bitch bitch bitch.
(04-23-2013, 06:42 AM)
Quote

#300

> Originally Posted by **Trojita**
> Some may be artistic license, but I still believe a lot of it has to do with a general lack of information on world religions.

No they know exactly what they are doing.