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Post Reply



**MechaX**
Member
(04-21-2013, 06:37 PM)
Quote

#101

I'm not too offended by SMT II, especially when considering how YHWH ends up being more absurdly mustache-twirling evil rather than the creators actually trying to make some kind of statement about religion. YHWH ends up being the final boss even when you're aligned with him. And this isn't even counting how he floods the world to wipe out most of humanity, and then decides to wipe out what is left of humanity with a space laser just because he can.

I'm more concerned about how the sides of Law and Chaos have been portrayed in the series. There is a theism debate here, especially considering in multiple games, the path of Neutrality has been for the sake of rejecting both gods and demons in favor of a purely human-centric belief system. But that is neither here nor there. This is less of a religious concern as opposed to more of a story-writing concern, but I would like for the writers to not have the Law side unequivocal assholes ready to commit mass atrocities for YHWH at a moments notice (with the Chaos side of things either being crazy survival of the fittest philosophies or "we're fighting the MAN!" in Nocturne).

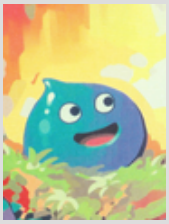
**TheBaronOfNA**
Banned
(04-21-2013, 06:37 PM)
Quote

#102

> Originally Posted by **Man God**
> SMT 1 could also be seen as offensive to Christians AND Americans.

Eh, I still haven't played but it seems that also takes shots to Japan. I mean, I found funny that one of the bosses was essentially Yukio Mishima.

**Aeana**
Medal Princess
(04-21-2013, 06:38 PM)
Quote



#103

> Originally Posted by **Man God**
> Lucifer isn't a good guy, he just wants his revenge and craves true freedom over everything else. Joining with him turns the world into a survival of the fittest paradise where might makes right.

Yeah, I think characterizing him as a good guy is **way** off base. There is no "good" in SMT, anyway. Both law and chaos have always been jerks in their own ways.

**Chacranajxy**
I paid good money for this Dynex!
(04-21-2013, 06:39 PM)
Quote

#104

> Originally Posted by **Man God**
> Lucifer isn't a good guy, he just wants his revenge and craves true freedom over everything else. Joining with him turns the world into a survival of the fittest paradise where might makes right.

And between this game and El Shaddai, he is a *snappy* dresser.

**UncleSporky**
Member
(04-21-2013, 06:40 PM)
Quote

#105

> Originally Posted by **DidntKnowJack**
> Sorry, but I have a hard time believing most of the people saying, "No its perfectly fine," are actually Christians. I haven't played the game, but if I can glean anything from these pictures, it sure seems like Satan is a good guy and God and his followers are the evil to be reckoned with.
>
> Now I'm not saying I'm up in arms over stuff like this. It's a fucking video game and as such I can just shake my head and walk away. But come on, this is clearly the writers giving a big middle finger to Christianity. Which is fine, I support freedom of speech, but lets call a spade a spade, hmm?

You far overestimate how offended christians get. Of course any christians you will find on GAF are used to this sort of thing anyway.

Not everyone is fundamentalist, but even they might just shrug and say "well I wouldn't play it."

It's very obviously not propaganda with an agenda. It's a work of fiction that draws from all sorts of random sources.

**dan2026**
Member
(04-21-2013, 06:41 PM)
Quote

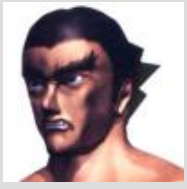
#106

I have no problem with people having religious beliefs.

But when they feel the need to push their religion and get offended over trivial things, it really annoys me.

Basically if you can't laugh at yourself and your religion, you need to learn a sense of humour fast.

**nailbombxx**
Member
(04-21-2013, 06:42 PM)
Quote



#107

I really like religious fiction in video games. I find it very interesting.

**kinggroin**
Junior Member
(04-21-2013, 06:42 PM)
Quote

#108

I'm "christian" I suppose, and don't find any of this in the least offensive.

In fact, I'm now making it a point to find a way to play this series. Religion and the lore surrounding each one, fascinates me to no end.

**nicoga3000**
Saint Nic
(04-21-2013, 06:42 PM)
Quote

#109

No, not one bit. But I do want to play the game real bad now. It looks pretty awesome.

E: Can I get and play it in the US?

**oneils**

Member
(04-21-2013, 06:44 PM)
Quote

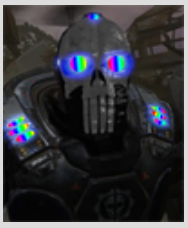
#110

Releasing that game on NES in North America back in 1994/1995 probably would have been really controversial.

Back then, from what I remember, there was still this impression that Nintendo was a family-oriented publisher. And public broadcasters were still making movies-of-the-week portraying the "dangers" of video games and shit.

I think now-a-days, no-one would bat an eye. There is a portion of NA that would find it offensive, but I don't think it would hurts sales any. It would improve sales, if anything.

**dab0ne**
Member
(04-21-2013, 06:45 PM)
Quote



#111

Nope. If that bothered me then so should killing lots and lots of fake people. 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.

**Servbot24**
Member
(04-21-2013, 06:45 PM)
Quote

#112

I'm not offended by people who have different opinions than me, but I am getting really tired of religious game villains. Maybe I'm just playing the wrong games, but it seems like every other game I play, the main villain is designed after the pope. It's really boring.

**Trojita**
Member
(04-21-2013, 06:46 PM)
Quote

#113

> Originally Posted by **cj_iwakura**
> SMTII has some Judaism references in it, too.
>
> [img]http://i2.photobucket.com/albums/y17/cjiwakura/SMT2/848.jpg[img]
> [img]http://i2.photobucket.com/albums/y17/cjiwakura/SMT2/843.jpg[img]
>
> And a bit of Eldritch horror too!
>
> [img]http://i2.photobucket.com/albums/y17/cjiwakura/SMT2/842.jpg[img]

All of the things in your OP are Judaic lol.

**Naked Prime**
Member
(04-21-2013, 06:46 PM)
Quote

#114

nope

**entrement**
Member
(04-21-2013, 06:46 PM)
Quote

#115

> Originally Posted by **Just take it with you.**

Chu Chu died for your sins.

The heck is this from lol.

**Trojita**
Member
(04-21-2013, 06:47 PM)
Quote

#116

> Originally Posted by **entrement**
> The heck is this from lol.

http://www.neogaf.com/forum/showthread.php?t=422641

**UncleSporky**
Member
(04-21-2013, 06:47 PM)
Quote

#117

I have a quick question that is not really on topic but just something I've been wondering.

Games like this and Castlevania have a lot of random religious symbolism, demons, etc. Beelzebub, Lilith, Legion.

Who or what is Camilla? I see that used as a demon regularly and I can't figure out what it's

referencing.

**cj_iwakura**
Member
(04-21-2013, 06:47 PM)
Quote

#118

> Originally Posted by **entrement**
> The heck is this from lol.

Xenogears. Something similar happens in Persona 3, too.

**MechaX**
Member
(04-21-2013, 06:48 PM)
Quote

#119

> Originally Posted by **Aeana**
> Yeah, I think characterizing him as a good guy is **way** off base. There is no "good" in SMT, anyway. Both law and chaos have always been jerks in their own ways.

Eh... You could make a case about Lucifer being the closest thing to a "good guy" in Nocturne. Yeah, you're perspective on the forces of YHWH is fairly limited to what Lucifer is telling you, but what little you do see of that side *is* kind of substantiated in the sense that YHWH uses Kagutsuchi to constantly recreate the world and repeating the cycle of death and rebirth for... reasons.. Lucifer oddly does not make any mention about how he would turn the world into a perpetual demonville, but merely that his sole goal is to end the "tyranny" of the Great Will. Yeah, he's grooming you to be the next bad-ass demon, but with the way things are portrayed in Nocturne, there is no real *downside* to letting Lucifer have his way. The only thing that would really make you question his motives would be based on past experiences from other SMT games, not anything in Nocturne.

I know the focus in that game were more about the different Reasons, but they could have had it so the perspective was not almost completely one-sided.

**Pureauthor**
Author of *GAF for Dummies* and How to write a Kingdom Hearts story.
(04-21-2013, 06:49 PM)
Quote

#120

> Originally Posted by **Servbot24**
> I'm not offended by people who have different opinions than me, but I am getting really tired of religious game villains. Maybe I'm just playing the wrong games, but it seems like every other game I play, the main villain is designed after the pope. It's really boring.

A large, organized entity filled with people who have personal reasons to keep fighting against the protagonist even after its made clear he's vastly stronger than them, and an easy 'epic' final boss?

It's no surprise organized religion is a popular choice for the main villains in lots of games.

**faridmon**
Member
(04-21-2013, 06:49 PM)
Quote

#121

> Originally Posted by **Xanadu**
> seeing a paedophile at action in a video game wouldnt offend you?

Killer Joe had a strong implications and scenes of pedophilia and that movie was well liked

I thought that was too cray

**Yanksfan**
Member
(04-21-2013, 06:50 PM)
Quote

#122

> Originally Posted by **cj_iwakura**
> Thanks to you and the bible guy, OP is updated. Take the atheist talk elsewhere.

Instead of responding in kind, wouldn't it be more appropriate to ask that the anti-religious sentiments be taken elsewhere?

**cj_iwakura**
Member
(04-21-2013, 06:50 PM)
Quote

#123

> Originally Posted by **MechaX**
> Eh... You could make a case about Lucifer being the closest thing to a "good guy" in Nocturne. Yeah, you're perspective on the forces of YHWH is fairly limited to what Lucifer is telling you, but what little you do see of that side *is* kind of substantiated in the sense that YHWH uses Kagutsuchi to constantly recreate the world and repeating the cycle of death and rebirth for... reasons.. Lucifer oddly does not make any mention about how he would turn the world into a perpetual demonville, but merely that his sole goal is to end the "tyranny" of the Great Will. Yeah, he's grooming you to be the next bad-ass demon, but with the way things are portrayed in Nocturne, there is no real *downside* to letting Lucifer have his way. The only thing that would really make you question his motives would be based on past experiences from other SMT games, not anything in Nocturne.
>
> I know the focus in that game were more about the different Reasons, but they could have had it so the perspective was not almost completely one-sided.

(Nocturne)
Lucifer has you destroy CREATION ITSELF. That's a pretty extreme solution to the Great Will.

In SMTII, he actively helps the lesser people rise up. In III, he helps you kill them all.

**Daingurse**
Member
(04-21-2013, 06:50 PM)
Quote

#124

I really hope SMT never pussies out with the religious themes. All the different mythological personas are just fantastic, no reason to excuse Christianity when you got so many other mythologies represented in the game.

My favorite Persona in P3P was Satan lol. Never played SMT II though, so I can't comment on that.

*Last edited by Daingurse; 04-21-2013 at 06:53 PM.*

**dan2026**
Member
(04-21-2013, 06:52 PM)
Quote

#125

> Originally Posted by **Pureauthor**
> It's no surprise organized religion is a popular choice for the main villains in lots of games.

Also that historically religion has been the cause of vast amounts of death and conflict, even today. Using religion as a story motivation isn't unusual at all.

Also don't jump on me its true.

**Trojita**
Member
(04-21-2013, 06:52 PM)
Quote

#126

> Originally Posted by **UncleSporky**
> I have a quick question that is not really on topic but just something I've been wondering.
>
> Games like this and Castlevania have a lot of random religious symbolism, demons, etc. Beelzebub, Lilith, Legion.
>
> Who or what is Camilla? I see that used as a demon regularly and I can't figure out what it's referencing.

The only Camilla in World Religions / Mythology is a Roman Huntress.

It's most likely that the Japanese meant for it to be based on Carmilla, and it was a translation error on either side.

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

**SolVanderlyn**
Member
(04-21-2013, 06:54 PM)
Quote

#127

When I was a lot younger, most Atlus games made me feel pretty uncomfortable. Even after growing up a bit and playing Persona 3 and 4, which I adore, some of the ways religious imagery and references were used and even the Nietzsche-esque philosophy waxed in Personas 3 and 4 made me feel awkward.

In the end, though, it is a work of fiction and does not bother me nearly as much anymore. Like I said, I love Persona 3 and 4, and Devil May Cry, which, depending on who you ask, is a pretty blasphemous game. As a Catholic, though, I can't help but feel a bit... hmm. Not "offended," but off-put.

**rbenchley**
Member
(04-21-2013, 06:54 PM)
Quote

#128

> Originally Posted by **UncleSporky**
> I have a quick question that is not really on topic but just something I've been wondering.
>
> Games like this and Castlevania have a lot of random religious symbolism, demons, etc. Beelzebub, Lilith, Legion.
>
> Who or what is Camilla? I see that used as a demon regularly and I can't figure out what it's referencing.

https://en.wikipedia.org/wiki/Carmilla

**UncleSporky**
Member
(04-21-2013, 06:54 PM)
Quote

#129

> Originally Posted by **dan2026**
> Also that historically religion has been the cause of vast amounts of death and conflict, even today. Using religion as a story motivation isn't unusual at all.
>
> Also don't jump on me its true.

And it's easy to target the non-violent religions that won't actually blow up your game studio.

> Originally Posted by **rbenchley**
> https://en.wikipedia.org/wiki/Carmilla

Ah, I was searching for Camilla, thinking Carmilla was a mistranslation or something.

**MechaX**
Member
(04-21-2013, 06:59 PM)
Quote

#130

> Originally Posted by **cj_iwakura**
> (Nocturne)
> Lucifer has you destroy CREATION ITSELF. That's a pretty extreme solution to the Great Will.
>
> In SMTII, he actively helps the lesser people rise up. In III, he helps you kill them all.

He wanted you to stop the recreation cycle (or at the very least, throw in a big enough kink in the process that YHWH would come down himself to see what is going on). What this exactly means is not really known (especially since it would make absolutely no sense for Lucifer to create a world that would negate the meaning of being able to actually *live* in freedom, even if it was to stick it to YHWH). Although, one has to wonder the point of this at all when considering that YHWH can at least return upon belief; arguably, taking humans out of the equation was his entire point in the True Demon ending, but again, we don't even know what Lucifer's plan was beyond that or what the world would have even been like.

In II, he helps out people in the underworld when it best suits his interests, but still makes no pretense that he wants a world of demons and humans running about, even despite how many humans would not have the means to survive against even the weakest demons.

**dan2026**
Member
(04-21-2013, 07:00 PM)
Quote

#131

> Originally Posted by **UncleSporky**
> And it's easy to target the non-violent religions that won't actually blow up your game studio.

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.

**Winterfang**
Banned
(04-21-2013, 07:03 PM)
Quote

#132

I don't think it's offensive and I didn't see much critique either in your post OP. I actually find it cool.

**TheBaronOfNA**
Banned
(04-21-2013, 07:04 PM)
Quote

#133

> 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.

Godwin's Law

**MetatronM**
Member
(04-21-2013, 07:04 PM)
Quote

#134

This is all Judaic rather than really being Christian, isn't it?

If they're still waiting for the Messiah, they're Jews. Christians are derived from the Jews who came to believe that Jesus was said Messiah. All of the mythology being referenced here comes from that Jewish tradition. The only specifically Christian thing I see in there is a cross.

**dan2026**
Member
(04-21-2013, 07:05 PM)
Quote

#135

> Originally Posted by **TheBaronOfNA**
> Godwin's Law

Heh I had to look this up. Quite amusing.

**Yoshi**
Member
(04-21-2013, 07:06 PM)
Quote

#136

> 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.

Like a god who would flood the world, extinguishing every living thing on earth with the exception of only two of each race? In my opinion the bible's Yahweh is a very cruel-hearted, meciless deity, too, even though he is of course very inconsistent.

**Winterfang**
Banned
(04-21-2013, 07:07 PM)
Quote

#137

> Originally Posted by **MetatronM**
> This is all Judaic rather than really being Christian, isn't it?
>
> If they're still waiting for the Messiah, they're Jews. Christians are derived from the Jews who came to believe that Jesus was said Messiah. All of the mythology being referenced here

> comes from that Jewish tradition. The only specifically Christian thing I see in there is a cross.

It's a common confusion.

---

**TheBaronOfNA**
Banned
(04-21-2013, 07:07 PM)
Quote

#138

> Originally Posted by **dan2026**
> Heh I had to look this up. Quite amusing.

So don't make bad analogies and flame baits?

---

**faridmon**
Member
(04-21-2013, 07:08 PM)
Quote

#139

> Originally Posted by **TheBaronOfNA**
> Godwin's Law

Lol

---

**cuyahoga**
Dudebro, My Shit is Fucked Up So I Got to Shoot/Slice You II: It's Straight-Up Dawg Time
(04-21-2013, 07:08 PM)
Quote

#140

> Originally Posted by **The Lamp**
> The problem is it's not very creative. From your description (haven't played the game) it sounds like a really dry, soulless (lol) take on an evil, flawed stereotype of Judeo-Christian lore. Pretty lame.

I haven't played this game, but I'd be curious to know—what do you think are interesting, creative takes on Judeo-Christian lore? Could be games or elsewhere. (But if you're dismissing this, I would be surprised if you found other games with more interesting takes.)

---

**rac**
Member
(04-21-2013, 07:10 PM)
Quote

#141

> Originally Posted by **TheBaronOfNA**
> Godwin's Law

> in any online discussion—regardless of topic or scope

I think this is a pretty shit law.

---

**Emitan**
Member
(04-21-2013, 07:10 PM)
Quote

#142

Ban this sick filth

---

**TheBaronOfNA**
Banned
(04-21-2013, 07:12 PM)
Quote

#143

> Originally Posted by **rac**
> I think this is a pretty shit law.

It has more to do with doing bad analogies or false equivalences.

**Winterfang**
Banned
(04-21-2013, 07:12 PM)
Quote

#144

> Originally Posted by **TheBaronOfNA**
> Godwin's Law

It doesn't applies in this case. I believe it was a fair point, he didn't accused no one and didn't even mentioned hitler.

---

**AutumnAve**
Member
(04-21-2013, 07:12 PM)
Quote

#145

> Originally Posted by **Emitan**
> Ban this sick filth

Those hips don't lie.

---

**Trojita**
Member
(04-21-2013, 07:13 PM)
Quote

#146

> Originally Posted by **MetatronM**
> This is all Judaic rather than really being Christian, isn't it?
>
> If they're still waiting for the Messiah, they're Jews. Christians are derived from the Jews who came to believe that Jesus was said Messiah. All of the mythology being referenced here comes from that Jewish tradition. The only specifically Christian thing I see in there is a cross.

Christians believe that Jesus will return one day. AKA the Messiah will return.

---

**chicagocubsfan**
Member
(04-21-2013, 07:14 PM)
Quote

#147

I find all of the religious elements pretty awesome.

---

**Item_Screen**
Junior Member
(04-21-2013, 07:20 PM)
Quote

#148

Those screenshots really make me want to play this game. Should I start with the first game or does it matter? How long is the game? I know smt games tend to be massive.

---

**jineha**
Junior Member
(04-21-2013, 07:21 PM)
Quote

#149

Thanks to this thread, I can understand how Americans think about SMT.
For me I don't like SMT2 style. I prefer DS:O, Law is understandable.

---

**ColtraineGF**
Member
(04-21-2013, 07:21 PM)
Quote

#150

Not at all, it's a game. Especially with this series and it's touching on all sorts of beliefs for story/gameplay purposes.

**JordanLMiller**
Member
(04-21-2013, 07:22 PM)
Quote

#151

I am deeply offended.

I don't care.

---

**dan2026**
Member
(04-21-2013, 07:23 PM)
Quote

#152

> Originally Posted by **TheBaronOfNA**
> So don't make bad analogies and flame baits?

My analogy was perfectly valid and I didn't flame anyone.

---

**Pureauthor**
Author of *GAF for Dummies* and How to write a Kingdom Hearts story.
(04-21-2013, 07:25 PM)
Quote

#153

> Originally Posted by **jineha**
> Thanks to this thread, I can understand how Americans think about SMT.
> For me I don't like SMT2 style. I prefer DS:O, Law is understandable.

For what it's worth, I don't particularly like SMT2 as a story either. I prefer DS:O because, as you said, every faction brings something to the table in terms of upsides and downsides instead of everyone being a massive dick.

---

**PK Gaming**
Member
(04-21-2013, 07:26 PM)
Quote

#154

i'm not very religious, but if I was, i'd still love SMT 2.

**I just punched the shit out of God.**

How many games let you do that?!? Not "a" god, but THE god.

---

**Dinzy**
Member
(04-21-2013, 07:28 PM)
Quote

#155

If you are offended by anyone who criticizes your religious views, then you pretty much fail at your religion. You are supposed to have faith, and faith means you have strong enough beliefs that you do not get hurt by others of a different opinion. Why then do religious people get so offended by other people's views?

Something as simple is this will be taken as an insult by many, but it's just fiction.

---

**Dongs Macabre**
aka Daedalos42
(04-21-2013, 07:29 PM)
Quote

#156

> Originally Posted by **PK Gaming**
> i'm not very religious, but if I was, i'd still love SMT 2.
>
> **I just punched the shit out of God.**

> How many games let you do that?!? Not "a" god, but THE god.

Well, in The Final Fantasy Legend, I think you kill "The Creator" or something at the end.

**RangerBAD**
Member
(04-21-2013, 07:30 PM)
Quote

#157

When they started quoting the Bible and propping your character up as the second coming, I kind of went "eh". (Not sure if that ended up being true in the game or not.) I wasn't sure how I felt about it, but I never got back to playing it. These games are made of mythological characters and to a non-Christian a lot of that is mythos. I never felt offended though, just wasn't sure how I felt about it otherwise. I'm not huge on the Bible, but I still have my beliefs.

I also know I'd rather be fighting Satan and Lucifer than using them (like in Persona games).

**Savitar**
Member
(04-21-2013, 07:31 PM)
Quote

#158

Not a particular religious person but if I took offense to every little thing that dared to defy or outright blame my beliefs I'd be very much a fussy person arguing with everyone over the stupidest things. In video games I quite got use during the SNES era and the next that God became often some sort of evil being, usually this was a standard trope in RPG's.

Now I will admit it was amusing at first, it did sort of wear thin, between evil empires and Gods I did wish for a bit more diversity. For awhile it appeared that it had to be one or the other and the repetition did get a bit old after several games which was my only real gripe with the whole matter.

**Sorc3r3r**
Member
(04-21-2013, 07:32 PM)
Quote

#159

No,
what you described has nothing to do with the doctrine of the cristianity.
Can be seen as offensive if what you know of it is VERY superficial.

**Mononoke**
Banned
(04-21-2013, 07:40 PM)
Quote

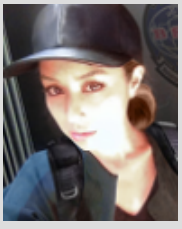
#160

I'm no longer a christian anymore, so I'm probably not the best to ask. But when I was younger and believed in that stuff, I never took offense to anything that could be "blasphemous".

My parents always told me that entertainment is entertainment. And people should have the right to express their opinions about any matter, including religion. And if you are sound in your own beliefs enough, you should be okay with others saying whatever they want about it, without it having an effect on you or offending you.

They were pretty cool religious people and I definitely think that is the attitude you have to have. I can't really speak for this specific game though. I just mean in general.

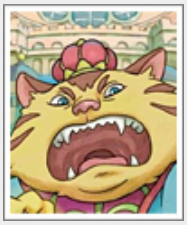
**lupinko**
Member
(04-21-2013, 07:40 PM)
Quote



#161

It's a video game taking creative license with no hidden agenda, so no.

**The Lamp**
Member
(04-21-2013, 07:46 PM)
Quote



#162

> Originally Posted by **cuyahoga**
> I haven't played this game, but I'd be curious to know—what do you think are interesting, creative takes on Judeo-Christian lore? Could be games or elsewhere. (But if you're dismissing this, I would be surprised if you found other games with more interesting takes.)

Honestly I don't think I know of one that exists...it's not very common to use Judeo-Christian lore in video games as far as I know.
Maybe the most interesting was Assassin's Creed series. Even if it straight up blasphemes my faith.

**Bitmap Frogs**
Member
(04-21-2013, 07:56 PM)
Quote

#163

> Originally Posted by **UncleSporky**
> Personal experience:
>
> My very Christian mom read Harry Potter as it was becoming popular and decided it was a harmless, fun fantasy book. She didn't have an iron grip on what we read or anything, but wanted to know what we were getting into and discovered it was just a cool story. My sister and I also read it, all was well.
>
> A couple months later someone in the church youth group brought in a documentary about why Harry Potter was super evil and nobody should ever read it. Apparently there's quite a bit of pagan symbolism in there, I mean Rowling wanted it to be slightly authentic in some ways. It was wrapped up in a lot of scary visuals and language. Movie ends, everyone looks at me and my sister.
>
> What can you say against something like that? I didn't have any way to refute it. All I knew was that I'd read a fun, awesome book and I didn't feel any worse off for it. I tried to say so but it's tough in a situation like that. Ultimately everyone was really uncomfortable and I think the youth leader kind of realized it wasn't as bad as the video made it out to be and it was a mistake to show the video. We never talked about it again. I read the rest of the books up through 5 but stopped because Harry became a huge dick to everyone and it really turned me off the series.
>
> That's really easy for someone to refute if they want, though. There's clearly nothing godly/christian about the magic they perform in Harry Potter. God doesn't say "and lo, though shalt speaketh 'wingardium leviosa' in a cleare voice."
>
> And there are other passages against witchcraft, not allowing a witch to live, etc.

Out ofcuriosity, was it this video?

http://m.youtube.com/#/watch?v=3CV5k...%3D3CV5kKHxiQQ

**CSX**
Member
(04-21-2013, 07:57 PM)
Quote

#164

Pondering the what-if scenario of this game (and series overall) somehow getting localized in the 90's and it became a big RPG franchise.

I can kinda see Christians being offended by the concept of their God and angels being called demons and being classified under the same name as other gods, goddess, creatures, heroes, etc of other religions and mythologies. Christians view their God as superior to others from the rest of the world religions after all. To this day, i see these stupid Christian God vs ___ God fact sheet posters around my University. Makes me wanna tear them up.

Another area of being offended would be that siding with God is not seen as being on the good side of "good vs evil". SMT sees the battle as Law (Order) vs Chaos, two extremes that both have its good points and bad points.

Last area of being offended is the concept of having their God and angels fighting amongst/against the other religions and being at even level against them. Where I grew up, Christians can get a little crazy under the "My God can beat your God" arguments.

The opposing side of the argument can say that the series isn't completely accurate when it came to taking the mythos (Most common example is that Beezelbub, Satan, Lucifer are all the same being but in SMT they are separate). Though i can see the counterpoint being something stupid like "It wasn't different enough!"

Source - Former Christian living in Bible Belt South. All my relatives/family friends are Christian if not "hardcore" Christian. I can see some of them being offended if some Megaten fan were to explain them the themes/concepts of the series :P

**GeekyDad**
Member
(04-21-2013, 08:02 PM)
Quote

#165

Not offended, and perhaps only slightly conflicted, but I definitely try not to silence my reservations inside. Though the Bible is a guide for my life, I don't believe it's necessarily the end-all of salvation.

I enjoy the games. I haven't really come across anything in them that has shaken my beliefs. And when my beliefs are shaken, I always try to ask why that is. There's always more to learn.

**Figboy79**
Member
(04-21-2013, 08:11 PM)
Quote

#166

> Originally Posted by **UncleSporky**
> Personal experience:
>
> My very Christian mom read Harry Potter as it was becoming popular and decided it was a harmless, fun fantasy book. She didn't have an iron grip on what we read or anything, but wanted to know what we were getting into and discovered it was just a cool story. My sister and I also read it, all was well.
>
> A couple months later someone in the church youth group brought in a documentary about why Harry Potter was super evil and nobody should ever read it. Apparently there's quite a bit of pagan symbolism in there, I mean Rowling wanted it to be slightly authentic in some ways. It was wrapped up in a lot of scary visuals and language. Movie ends, everyone looks at me and my sister.
>
> What can you say against something like that? I didn't have any way to refute it. All I knew was that I'd read a fun, awesome book and I didn't feel any worse off for it. I tried to say so but it's tough in a situation like that. Ultimately everyone was really uncomfortable and I think the youth leader kind of realized it wasn't as bad as the video made it out to be and it was a mistake to show the video. We never talked about it again. I read the rest of the books up through 5 but stopped because Harry became a huge dick to everyone and it really turned me off the series.
>
> That's really easy for someone to refute if they want, though. There's clearly nothing godly/christian about the magic they perform in Harry Potter. God doesn't say "and lo, though shalt speaketh 'wingardium leviosa' in a cleare voice."
>
> And there are other passages against witchcraft, not allowing a witch to live, etc.

My mom (who is a hardcore Christian, but not fundamentalist), used to tease me about the Harry Potter books being "Devil books," and while she hasn't read the books, she's seen all the movies and loves them.

**Soriku**
Member
(04-21-2013, 08:21 PM)
Quote

#167

IDK. What side is Michael Jackson on?

www.youtube.com/watch?v=fzKbz1DxuRE

**cj_iwakura**
Member
(04-21-2013, 08:51 PM)
Quote

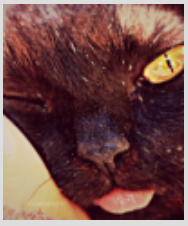
#168

> Originally Posted by **Soriku**
> IDK. What side is Michael Jackson on?
>
> www.youtube.com/watch?v=fzKbz1DxuRE

Chaotic Good.

**akira28**
am I an eager baby bird?
am I a cute baby bunny?
(04-21-2013, 08:56 PM)
Quote

#169



hah so the Earth worshipping, demon summoning, essentially humanist/Satanist Gaians are the good guys?

Seems like they take a sort of illuminated view of the false god idea though.

**SpeedySwaf**
Member
(04-21-2013, 09:03 PM)
Quote

#170

> Originally Posted by **MechaX**
> He wanted you to stop the recreation cycle (or at the very least, throw in a big enough kink in the process that YHWH would come down himself to see what is going on). What this exactly means is not really known (especially since it would make absolutely no sense for Lucifer to create a world that would negate the meaning of being able to actually *live* in freedom, even if it was to stick it to YHWH). Although, one has to wonder the point of this at all when considering that YHWH can at least return upon belief; arguably, taking humans out of the equation was his entire point in the True Demon ending, but again, we don't even know what Lucifer's plan was beyond that or what the world would have even been like.
>
> In II, he helps out people in the underworld when it best suits his interests, but still makes no pretense that he wants a world of demons and humans running about, even despite how many humans would not have the means to survive against even the weakest demons.

I don't think the True Demon ending was meant to take humans out the equation. That was just a consequence of what he wanted: a demon who would lead his armies to the final battle. He wanted someone who could be completely dedicated to the cause, and that is what the Amala Labyrinth and fiends were meant to test. You never *had* to traverse it, or fight any of the fiends (Trumpeter and Matador, notwithstanding), and you are told plenty of times that descending would only threaten the humanity you had left.

Anyone who went to the very bottom is ultimately someone who has very little interest in creating the world, and is very battle hungry. If they happen to agree with Lucifer and believe in taking out The Great Will, so much the better. Accepting a demonic heart, and thus throwing away any chance of recreating the world, shows Lucifer that you're not only very powerful (since you made it this far), but that you're also *very* willing to see things to the end, no matter the cost.

I think Lucifer's character is best summed up by a line in Strange Journey: "I do not love humanity, but I will not abandon them, either." He's out to "free" everyone, but sucks for anyone who can't be strong enough to survive, human or demon.

On the subject of alignments and how they're shown in the series: I agree that Devil Survivor 1 does the best job of showing both sides for their positives and negatives. Overclock's "Epilogue" campaigns make them even better, as the player can discourage the more extreme qualities of both sides: In the Chaos route, you can show yourself to be a true defender of humanity by protecting people, and in the Law route, you can actually rein in God's more Old Testament "kill nonbeliever" qualities, and become a Christ-like figure that encourages and inspires forgiveness.

**aborath**
Junior Member
(04-21-2013, 09:07 PM)
Quote

#171

> Originally Posted by **Soriku**
> IDK. What side is Michael Jackson on?
>
> www.youtube.com/watch?v=fzKbz1DxuRE

Haha, perfect.

I want to say more, but typing on the Note is abominable.

**nailbombxx**
Member
(04-21-2013, 09:12 PM)
Quote

#172

If anything, more video games need to experiment with religious mythology.

**Fourth Storm**
Member
(04-21-2013, 09:12 PM)
Quote

#173

I think it's pretty cool and fascinating myself, as is often the case when hearing views on Western religion from those outside it. Then again, I'm no fundy and have a more scholarly interest these days.

**M-PG71C**
Member
(04-21-2013, 09:20 PM)
Quote

#174

I'm a Christian and I'm not going to lie, I want to play SMT2 now. It's a work of fiction, I can't take offense to it. Actually, if anything, I want to play it even more just to see what its like.

**bennyc12**
Member
(04-21-2013, 09:28 PM)
Quote

#175

I wonder if Klan members are offended by Earthbound...

**Weltall Zero**
Member
(04-21-2013, 09:28 PM)
Quote

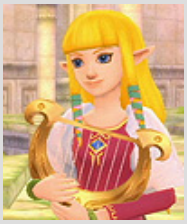
#176

> Originally Posted by **UncleSporky**
> I read the rest of the books up through 5 but stopped because Harry became a huge dick to everyone and it really turned me off the series.

I can't blame you; 5 is my least favorite book because how dickish, selfish and childish Harry is to everyone. It's like every year of puberty hit him at once. 6 and 7 are much better (and he behaves normally again), so you might want to check them (they also feel like a natural progression from 3 and 4) but 5 left a really sour aftertaste. I don't have a clue what happened there.

On topic, I have nothing to contribute directly (as I'm an atheist), but I wanted to congratulate everyone for their open-mindness about this. I can really see religious people be offended by a lot of stuff in SMT, and it's pretty awesome that most people in this thread aren't. :)

**Neon_Icarus**
Member
(04-21-2013, 09:38 PM)
Quote



#177

If someone is offended by that then that's their problem.

*Last edited by Neon_Icarus; 04-22-2013 at 04:28 AM.*

**Error**
Jealous of the Glory that is Johnny Depp
(04-21-2013, 09:45 PM)
Quote

#178

I'm catholic and I couldn't care less. It's about having an open mind.

**Levyne**
Member
(04-21-2013, 09:48 PM)
Quote

#179

Hell no, I consider myself christian and while I haven't played SMT2, I've played things like Xenosaga and Darksiders which play off of some of the concepts and don't really care.

**Techies**
Member
(04-21-2013, 09:49 PM)
Quote

#180

I'm offended.

I forgive them.

*moves along

**RyanReedyMusic**
Banned
(04-21-2013, 09:50 PM)
Quote

#181

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

Exactly.

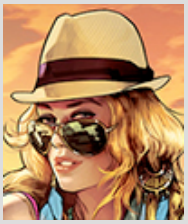
**Eusis**
Member
(04-21-2013, 09:53 PM)
Quote

#182

> Originally Posted by **Man God**
> SMT 1 could also be seen as offensive to Christians AND Americans.

I'd kinda want to have Thor as president though, if it weren't for that whole "not born in the USA" thing anyway.

**bunbun777**
Member
(04-21-2013, 09:53 PM)
Quote



#183

If it were so called Christians actually making this game, then I may be offended by it. Something the OP mentions :

> SMT's Messians are pretty much Christians in all but name. They worship God/Yahweh, and seek to rebuild the world in his name, and cast anyone out who don't see things their way;

is not technically correct from the believer's perspective. Yes Christians worship God, but they do not (or should not based on their own belief in Jesus) seek to rebuild a world in his name, nor do they cast out those who do not see things their way. Based off of belief in Christ the world is to be rebuilt (recreated) eventually in his name, by him, and the only persons to be cast out currently would be those that have accepted him and then go contrary to his beliefs. Non believers are not cast out because the belief is they are already condemned by sin, which is shared by all, and are forgiven for it and are to be loved.

**thetrin**
Hail, peons, for I have come as ambassador from the great and bountiful Blueberry Butt Explosion
(04-21-2013, 09:53 PM)
Quote

#184

> Originally Posted by **cj_iwakura**
> Yeah, their sprites have always been great, but some of the concept art nails it.
>
> Gonna call this NSFW because of Satan's design.

I always found it hilarious that Metatron is a robot because of the "tron" in this name.

> Originally Posted by **The Lamp**
> Honestly I don't think I know of one that exists...it's not very common to use Judeo-Christian lore in video games as far as I know.
> Maybe the most interesting was Assassin's Creed series. Even if it straight up blasphemes my faith.

You mean besides tons and tons of JRPGs? They may not be actual judeo christian characters or locations, but there's TONS of judeo-christian symbolism in Japanese games.

*Last edited by thetrin; 04-21-2013 at 09:56 PM.*

**Trojita**
Member
(04-21-2013, 09:55 PM)
Quote

#185

I agree the Messians are more of a cult. I always thought of them that way in the games.

**jaxword**
Member
(04-21-2013, 09:57 PM)

#186

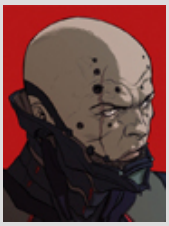
> Originally Posted by **Dinzy**

Quote

> If you are offended by anyone who criticizes your religious views, then you pretty much fail at your religion.

If this were true, then people throwing huge tantrums over religion wouldn't be the case. Video games tend to get a pass, but people still get very very angry over tv and movies: See, for example, South Park or Family Guy or other "controversial" shows.

**RedSwirl**
Junior Member
(04-21-2013, 09:59 PM)
Quote



#187

Most gamers who are Christian have probably not played SMTII since it was never officially released in English.

**Palette Swap**
Member
(04-21-2013, 09:59 PM)
Quote

#188

It might be me but the way I remember II (and III Maniax), YHVH is an asshole in the games.

**cj_iwakura**
Member
(04-21-2013, 10:03 PM)
Quote

#189

> Originally Posted by **Palette Swap**
> It might be me but the way I remember II (and III Maniax), YHVH is an asshole in the games.

In III, it's more like Kagutsuchi than YHVH. Though I guess you could say the Great Will is the latter.

**kittoo**
Cretinously credulous
(04-21-2013, 10:20 PM)
Quote

#190

> Originally Posted by **Mung**
> Not nearly as offensive as Indiana Jones Temple of Doom was to Hindus.

Agree. The movie represented Hinduism and India in such a weird and crazy way. Hindus eating monkeys, killing people etc. lol.

> Originally Posted by **Chacranajxy**
> I always wondered that, too. I mean... you go out of your way to slice up or just gun down obviously sacred cows, and then DEVOUR them. And then proceed to kill every Hindu god possible in a single game.
>
> And there are *two* of them.

Now I kinda want to play it, just so that I could see how they've represented my religion in it lol.

Actually most of the times I don't get offended, more disappointed about the apparent lack of research or knowledge of Hinduism by the creators of such things. But of course the DDS games do sound king of offensive. Maybe I will indeed play them. :)

**cj_iwakura**
Member
(04-21-2013, 10:43 PM)
Quote

#191

> Originally Posted by **kittoo**
> Agree. The movie represented Hinduism and India in such a weird and crazy way. Hindus eating monkeys, killing people etc. lol.
>
> Now I kinda want to play it, just so that I could see how they've represented my religion in it lol.
>
> Actually most of the times I don't get offended, more disappointed about the apparent lack of research or knowledge of Hinduism by the creators of such things. But of course the DDS games do sound king of offensive. Maybe I will indeed play them. :)

I'd look forward to a Hindu's thoughts on the games. They didn't seem particularly offensive to me except for the whole killing Brahman thing.

**Mauricio_Magus**
Banned
(04-21-2013, 10:47 PM)
Quote

#192

I hope this thread gets people to play the magical journey that SMT2 is

**SatelliteOfLove**
Member
(04-21-2013, 11:05 PM)
Quote

#193

> Originally Posted by **Trojita**
> All of the things in your OP are Judaic lol.

Eh-yup. *New* Testament wouldve been much more interesting.

> Originally Posted by **cj_iwakura**
> Xenogears. Something similar happens in Persona 3, too.

And it looked just as stupid.

> Originally Posted by **PK Gaming**
> i'm not very religious, but if I was, i'd still love SMT 2.
>
> **I just punched the shit out of God.**
>
> How many games let you do that?!? Not "a" god, but THE god.

*A* god. Remember, you have more in your team by that point. :P

It's also surmised that YHWH isn't the creater God, but merely one who's maneuvered and fought his way into a superpower ethical cold war between him and Lucifer's Chaos Bros.

> Originally Posted by **kittoo**
> Agree. The movie represented Hinduism and India in such a weird and crazy way. Hindus eating monkeys, killing people etc. lol.

> Now I kinda want to play it, just so that I could see how they've represented my religion in it lol.
>
> Actually most of the times I don't get offended, more disappointed about the apparent lack of research or knowledge of Hinduism by the creators of such things. But of course the DDS games do sound king of offensive. Maybe I will indeed play them. :)

I remember seeing that again recently and going "wait, the Thugee cult was wiped out by the British a hundred years before this, and this is embellishement on top of that." Plus, those were fruit bats in the beginning.

On the whole, I'm glad the Megaten family of games do this, as they have a respectful inspirational take on the dogma and legends of humanity (Dat Kaneko Goodness), using them to create narratives, character motives, and gameplay scaffolding (instead of putting everyone up on a goddamn cross HAH).

**Messofanego**
Member
(04-21-2013, 11:22 PM)
Quote

#194

That's pretty cool, wish we had a game about the stories in Islam. Playing as the spider who hid prophet Muhammad PBUH in the cave, summoning angels to take down foes in battle, some other cool events. Maybe that would be considered blasphemy, I don't know, but still cool to imagine.

**PogiJones**
Banned
(04-21-2013, 11:22 PM)
Quote

#195

I'm not offended, but I find it unfortunate, as it's just one more piece in the aggregate of anti-religion media, even though it's not intended to be so. I don't think the creators did anything wrong, since it's just fiction to them, and they're probably not too versed on the intricacies of the religion's principles. But it's like those misinformed political Facebook posts: one post doesn't have a substantial influence on anyone's views, but the aggregate creates an environment where people are subtly influenced. I wouldn't ever want the game censored, as I'm a believer in the free marketplace of ideas, but I do think the game has a negative impact on some people's views of things I hold sacred. Media influence has been shown not to be a Magic Bullet like was the theory in the '50s, but it's also been shown to have more than a negligible influence on people.

**A.E Suggs**
Member
(04-21-2013, 11:42 PM)
Quote

#196

> Originally Posted by **Error**
> I'm catholic and I couldn't care less. It's about having an open mind.

I don't know man, people have been throwing out the be open minded card a-lot these days to try and justify anything. I do believe there are some things that people really shouldn't be open minded about.

**HK-47**
Oh, bitch bitch bitch.
(04-21-2013, 11:42 PM)
Quote

#197

> Originally Posted by **TheBaronOfNA**
> Yeah, kind of annoying.

Why is that annoying?

**duckroll**
mashadar's Nekomimi slave
(04-21-2013, 11:46 PM)
Quote

#198

I don't think it's offensive, and I find the handling of not just religion but social themes in general to be very interesting in Megaten games. To be offended just because they use certain names and motifs from my religion would be a simplistic way of viewing things. It doesn't matter because any one person's religion can also be viewed by others as mythology or culture. What Megaten does is often to

use such themes and motifs as part of a larger presentation of diverging opinions on society and how people live their lives. This then forms the basis for the choices you can make in the games to indicate what sort of personal outlook you hold as the player. That sort of flavoring and social critique is extremely interesting to me.

In general though, I don't take offense at religion being used in any sort of entertainment. At best, it is an interesting discussion to have and presents valid opinions on a real social issue which might be negative towards a religion in part or whole, and I might agree or disagree with that. At worst, it's a superficial use of religion as a weak flavor of the month to get public attention and to stir controversy while hiding the fact that the actual material is either boring or bad. No reason to get offended really. If it's bad, I just don't partake in it. Lol.

---

TheBaronOfNA
Banned
(04-21-2013, 11:56 PM)
Quote

#199

> Originally Posted by **HK-47**
> Why is that annoying?

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.

---

**Horseticuffs**
Full werewolf off the buckle
(04-21-2013, 11:59 PM)
Quote

#200

This just reinforces my desire to get further into the series. I'm no longer a Christian, but I'd like to think that any Christian who was properly steeped in Christian theology wouldn't be shocked or offended by concepts such as these.

From Gnosticim, to the Council of Nicea, to Dante, to Milton, people have been reinterpreting and personalizing the Christian mythos since the beginning. Not even debating their validity, the concept of "God" as being evil (or not quite what he seems) and Lucifer being a noble rebel is as old as the traditional interpretation.

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