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

Lordrv 1 day ago #101

8-4 localization is worse than 4kidz localization lol

(edited 1 day ago) report · quote

Terotrous 1 day ago #102

Redfield_67 posted...

> This is nothing new. I remember when Streets of Rage 3 came out in 1994, it was heavily censored. Even the plot of the game had been changed. We didn't spend our lives bitching and whining on the internet, so we were none the wiser.

This is a very bad example, because the SoR3 changes have come to be very unpopular. There are patches that revert them and the Japanese version of the game sells for an absolute fortune on Ebay (compared to most Japanese versions of games that came here being nearly valueless).

The general concept is right (this has been going on for a long time and people generally didn't care), you just picked like the worst possible example to illustrate it.

---
http://www.backloggery.com/tero - My backloggery
http://whatliesbeyondnovel.blogspot.ca/ - A psychological fantasy novel series, book 2 now being posted.

report · quote

NinjaPirateDood ▾ 1 day ago #103

Companies lie. This is nothing unexpected.

Such a lust for Disgaea! DOOOOOOOD!

report · quote

dearestnight ▾ 1 day ago #104

Normally I tend to avoid censorship issues based on cultural differences (unless extreme) but removing any theological aspects from a Xeno game just sounds downright silly. May as well remove lettuce from a salad.

report · quote

Fauch ▾ 1 day ago #105

dearestnight posted...

> Normally I tend to avoid censorship issues based on cultural differences (unless extreme) but removing any theological aspects from a Xeno game just sounds downright silly. May as well remove lettuce from a salad.

You don't win friends with salad.

Komm suesser Tod

report · quote

Gamefreek2000 ▾ 1 day ago #106

kaliskonig posted...

> **Gamefreek2000 posted...**
>
> > Its probably for the best that they remove religious/philosophical references anyway. JRPGs and anime are filled with that crap of trying to kill gods or trying to become a god and reshape the world in their own image. Lets face it, if a human/group of humans can kill a god and they stay dead, then they aren't gods in the first place, just beings of great power. its been done to death, they need to give it a rest.
>
> You do realize the majority of Gods in fiction can be killed right? I don't think you know what a god actually is. It doesn't have to be an immortal dude.

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

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

If you want to get in control, you must be calm like the wind. If you didn't notice, you cant beat the wind.
--BlackWinds (me)

report · quote

Aegis_Runestone ▾ 1 day ago #107

Avirosb posted...

> "Removed religious/philosophical ref"
>
> That's actually an improvement. You know how heavy-handed these JRPGS tend to be about these kinda things.

As a religious person, I agree wholeheartedly.

squatch22 posted...

> How many hundreds of these topics do we need?

Apparently, we need 9001 more.
---
v ---Read--- v
http://www.fanfiction.net/u/402828/

report · quote

Fauch ▾ 1 day ago #108

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> **kaliskonig posted...**
>
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Read up on Polytheism.

Komm suesser Tod

report · quote

RoyalDroneX ▾ 1 day ago #109

kaliskonig posted...

> ecause we were all 5 year olds and did not appreciate source material...Is this the best that the NDF can do these days?

cute attempt at dismissal, but as I said, why only be upset about that? why not argue about other games where localization was changed-oh wait..they don't unless it has "spiritual value"

3DS Friend Code: 0387-9017-6003 DC:5400-2358-7574 NID:TheChoujinVirus
Pokemon:Growlithe Slugma Fletchinder

report · quote

SkyCrackers ▾ 1 day ago #110

LOL, more people bitching about the name changes we've known about since forever. I laughed at the "I'll kill you" part of the video, though.

The original BLADE acronym poorly described the organization that it denoted, and was irrelevant to the game's plot as a whole (there are no gods in XBX). It may have some thematic meaning about "taking control of one's own destiny" in the general sense, but there are much, much better ways to express a theme than shoving it into a name we'll be hearing 5000 times throughout the game. Any themes in the story will be plenty apparent through the story alone, we don't need it pointed out to us like that.

"Darwin gave us sensory organs for a purpose" -my friend, demonstrating his understanding of evolution

report · quote

Gamefreek2000 1 day ago #111

Fauch posted...

Gamefreek2000 posted...

kaliskonig posted...

Gamefreek2000 posted...

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

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Read up on Polytheism.

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

If you want to get in control, you must be calm like the wind. If you didn't notice, you cant beat the wind.
--BlackWinds (me)

report · quote

Fauch 1 day ago #112

Gamefreek2000 posted...

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

A brilliant display of ignorance :)

Komm suesser Tod

report · quote

Granadico_ 1 day ago #113

Fauch posted...

> **dearestnight posted...**
>
> > Normally I tend to avoid censorship issues based on cultural differences (unless extreme) but removing any theological aspects from a Xeno game just sounds downright silly. May as well remove lettuce from a salad.
>
> You don't win friends with salad.

If you're a good salad tosser you might get some friends.

None of those are even censorship. We've reached critical mass of b****ing where people are just spouting nonsense to complain
---
Call me Granny.
Steam/NNID: Granadico | Wii U, 3DS, Crappy Laptop | Semester started = RIP life and gaming

report · quote

Mattatron42 1 day ago #114

I refuse to buy SF5 until they remove the censorship of Bison, Vega and Balrog
---
3ds fc: 4940-5666-3487 psnID: Mattatron36
NNID: Mattatron GamerTag: Mattatron42

report · quote

Fauch 1 day ago #115

Granadico_ posted...

> **Fauch posted...**

dearestnight posted...

> Normally I tend to avoid censorship issues based on cultural differences (unless extreme) but removing any theological aspects from a Xeno game just sounds downright silly. May as well remove lettuce from a salad.

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If you're a good salad tosser you might get some friends.

None of those are even censorship. We've reached critical mass of b****ing where people are just spouting nonsense to complain

Get Nintendo to remove region locking and no one has any right to complain :)

Komm suesser Tod

report · quote

Zero_Maniac 1 day ago #116

shamfuru posted...

Avirosb posted...

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

I honestly doubt any JRPG could truly remove those aspects because speaking about subjects one knows nothing about is how nerds pretend they have value.

Are you telling me that nerds have no friends? D:

Currently playing: Games. Lots of them.
https://a.disquscdn.com/uploads/mediaembed/images/2132/510/original.jpg

report · quote

MacrossSpecial 23 hours ago #117

HellsingOrg posted...

> references removed from the game.

> Certain names and things have been tone down.
>
> https://www.youtube.com/watch?v=BEDB9yBBIec
>
> Nintendo PROMISED yes NoA promised they would not alter the game from the original Japanese vision like 1 year ago and what do they do? They censor a ton of shit.
> What a bunch of liars!

Wow, now that is going too far - changing the fundamental aesthetic of the game.

I wonder if Xenogears would have been half as popular if all the religious connotations were removed...

...Dude, you're a ****ing douche. Get off my god damn internets.
- RX7Infinitilll

report · quote

Granadico_ ▾ 23 hours ago #118

Fauch posted...

> Get Nintendo to remove region locking and no one has any right to complain :)

That wouldn't change people thinking they have the right to complain :P
"Nintendo should sell Japanese Wii U games in America because I can't be arsed to import one myself"
or
"I tried to import and got ripped off with a fake so Nintendo owes me money now"

Call me Granny.
Steam/NNID: Granadico | Wii U, 3DS, Crappy Laptop | Semester started = RIP life and gaming

report · quote

ClericIdola ▾ 23 hours ago #119

Say goodbye to Xenoblade 3 localization.. if we even get a 3.....

Dola The Gamer @ Youtube
Check out my GTA V-based series' concept preview, "Los Santos Transit" - https://m.youtube.com/watch?v=6xWb4RGpr0U

report · quote

Amazing Ampharos ▾ 23 hours ago #120

Localization is something I think a lot of people don't fully "get"; it involves both direct translation and a shifting of content to more appropriately match the target culture, and it goes beyond the direct translation situations like "that non-offensive Japanese word literally translates to an English curse word". Japan is generally a much less religious country than the United States which means there's generally less weight attached to religious references within their media than would be true here. This can have undesired effects on how a narrative could be perceived; English speakers might take religious references to mean some point is very important (since we on average value religion highly in this country) when it really wasn't supposed to be important. Likewise, the "censorship" of young female outfits fits this sort of idea. Americans are a lot more sensitive to the sexualization of young girls (or

sexualization of anything really; we can be kinda prudish). If a game was not supposed to be about young girls dressed provocatively but happened to have one not intended to be a big deal in a culture that generally wouldn't care, it's only smart to remove that element when localizing to a culture that very much would care. I've yet to play XBX for obvious reasons so I cannot really judge this case well, but I still remember the furor over the Bravely Default minor localization changes that made it a better game so I'm really skeptical of the XBX bandwagon that is crying foul at this point.

3ds FC: 2423-3327-5637
X safari: Pupitar, Boldore, Shuckle

report · quote

Gordaton ▾ 23 hours ago #121

FUCK Nintendo of America. Bunch of assholes.

I will never forgive Bethesda for cancelling Prey 2.

report · quote

kos12 ▾ 23 hours ago #122

squatch22 posted...

> How many hundreds of these topics do we need?

welcome to gamefaqs
---
you're an obvious troll, doorman.

report · quote

BurningVigor ▾ 22 hours ago #123

No more thong bunnysuits? >_>

You will be missed.

report · quote

FuzzyJello ▾ 22 hours ago #124

"All philosophical references removed"

I really don't think the translators are in the business of killing the plot.

Beyond that, if lost skimpy outfits and name changes that make sense in English are the worst of it, I don't see anything to riot over.

Kyrylo posted...

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

I am pretty sure Xenosaga's getting cut from 6 games to 3 on account of lacking sales, no doubt one of the reasons

Monolith Soft considered a Nintendo buyout, killed Xenogears.

report · quote

Grenadus 22 hours ago #125

NoA is atrocious now, what happened?

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

report · quote

I_phantom 22 hours ago #126

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

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

report · quote

Fauch 22 hours ago #127

I_phantom posted...

> Were the religious references actually meaningful in the Xeno games? Or were they like Evangelion?
>
> I'm trying to ask this in the most delicate way possible.

The latter.

Komm suesser Tod
(edited 22 hours ago)

report · quote

Ness0123456789 22 hours ago #128

Fauch posted...

> **Gamefreek2000 posted...**
>
> > Don't need to. Take the greek gods. You got posidon, athena, demeter, ect. all supposed gods of their own specialties. Now compare them to zeus who is god of gods in greek mythiology. God of gods means he is better in every way compared to any of the other gods. If he's better then that means the others aren't really gods, just beings of worship/great power.
>
> A brilliant display of ignorance :)

Pretty much, yeah. The kid literally has no idea about Greek or Norse mythology, yet acts like he does.

It's actually pretty funny.

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

miracle.
-Michea, FFXI
(edited 22 hours ago) report · quote

Kyrylo 22 hours ago #129

FuzzyJello posted...

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

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

I needed to get to my unhappy place.

report · quote

Cazador 22 hours ago #130

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

report · quote

I_phantom 22 hours ago #131

Fauch posted...

I_phantom posted...

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

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

The latter.

Thanks, that's what I assumed but I wanted to make sure.

Also that video in the OP was terrible. Dude is trying to act like important "philosophical" things were removed and said they were a reference to Siegfried Jung.

report · quote

Xavuu 22 hours ago #132

So they changed some names? I'm having trouble seeing why this is such a big deal.

STAB Quick Attack. Staraptor.

report · quote

Linetrix 22 hours ago #133

The fanboys keep telling me all of this is just minor stuff, which makes me wonder why Nintendo's fanbase keep shrinking with each gen...

report · quote

OosontheLoose 22 hours ago #134

WellComeOn posted...

OosontheLoose posted...

So what new censorship has been discovered? We already knew about the BLADE and division name changes.... Oh this is just another bandwagon topic and video? Gotcha.

this,we know about this for months now,and people here are overreacting if you read some post it looks like half the the plot was changed,when in reality it was only names that were out of the place for what they really meant.

Yup, I can't tell if people are just trolling or this is some kind of hive mind behavior. I'd like to believe its trolling but the people complaining about it seem.... well I'll say passionate to avoid being modded ;)

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

report · quote

lokua 22 hours ago #135

I_phantom posted...

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

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

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

Welcome to gamefaqs, where poverty is an illegal activity.

report · quote

Fauch ▾ 22 hours ago #136

lokua posted...

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

It's the same in Eva. They also make use of stuff like the Qumran scrolls, holy stigmata, etc.

All of it is ultimately meaningless and was only put in because Japanese are fascinated with Christianity/Judaism.

Komm suesser Tod

report · quote

LinkSSJ6 ▾ 22 hours ago #137

Wow this keeps getting worse =/

How much more censorship do people need to find before the sheepy apologist shut the hell up about "not making any difference"?

Castle of Illusion stages in Mario Maker:
http://www.gamefaqs.com/boards/2000475-super-mario-maker-level-sharing/72631898

report · quote

AceMos ▾ 22 hours ago #138

TC is spreading false information he lied

http://www.gamefaqs.com/boards/631516-wii-u/72841536

this topic covers things and gives the truth
---
3 things 1. i am female 2. i havea msucle probelm its hard for me to typ well 3.*does her janpuu dance*

report · quote

mecha_mkII ▾ 22 hours ago #139

RoyalDroneX posted...

> oh this..funny how folks forget that names changed due to having nothing relevant and just made to add something to make things cool. Hell, if folks are this pissed bout that, why aren't they upset about localization changes of Megaman characters? Pokemon and other stuff where names were changed for localization?

There's a difference between pokemon or say Ace Attorney localization, all the names being puns and all and changing names because someone on the localization team has a brainfart an decides honor his nephew and rename a character. But I guess it's hard to understand in that black&white fantasy world of yours.

report · quote

OosontheLoose ▾ 22 hours ago #140

LinkSSJ6 posted...

> How much more censorship do people need to find before the sheepy apologist shut the hell up about "not making any difference"?

How much more? We've known about all this long ago. TC is just trolling the easily fooled... such as yourself apparently.

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

report · quote

lokua ▾ 21 hours ago #141

Fauch posted...

lokua posted...

I_phantom posted...

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

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It's the same in Eva. They also make use of stuff like the Qumran scrolls, holy stigmata, etc.

All of it is ultimately meaningless and was only put in because Japanese are fascinated with Christianity/Judaism.

Yeah, it's even in games it clearly doesn't belong in. Hell, FFVII has Sephiroth... who is named after elements of the steps of Divinity in Kabbalah.

Welcome to gamefaqs, where poverty is an illegal activity.

report · quote

juiceboxezz ▾ 21 hours ago #142

Among all the Xenoblade censorships and complaints, the same thing keeps coming back to me....

....Namely that literally nobody but the TC gives a shit.

-i7 2700K OC'd @ 4.7 - CM V8 - EVGA GTX770 4GB SC - 16GB GSkill Ripjaws X OC'd @ 2133 - C:\ on Crucial V4 SSD - 750W PSU - Sabertooth Z77 MK 1 - Focusrite 18i8-

report · quote

Hozama ▾ 21 hours ago #143

If this molehill got any bigger, it could reach the moon.

My Mario Maker level of the week: F497-0000-0060-51B5

report · quote

evosthunder ▾ 21 hours ago #144

The TrollU board has outdone itself this time.

-Not gaming lately. Focused on amateur art: http://evosthunder.deviantart.com/
-Difficult by nature.

report · quote

Banjo2553 ▾ 20 hours ago #145

9999_damage posted...

> Eh, am I missing something, the video said that: it is "**rumored**" that religious and philosophical ref were

> removed from the game.
>
> So what's the commotion all about?

Emotional people taking rumor as fact in an attempt to further their "censorship is bad" agenda.

Censorship is bad, yes. I'm not denying that. The removal of the bust slider puzzles me. The removal of the bikinis in Fatal Frame V puzzles me. But this other stuff about Xenoblade X is a result of localization: changing the names of things that don't work in English territories. (BLADE's acronym being the biggest one.) This is nothing new, isn't censorship, has no affect on the story, has no affect on the gameplay or amount of content. Why did nobody go in an uproar over the localization changes made in the original Xenoblade? Is it because there was no emotional anti-censorship agenda against Nintendo back then?

Trying to say, "NoA can remove half the game due to censorship and these people would be fine with it" is an absolute joke. No, NOBODY would be fine with that. That's an extreme exaggeration to try to make a point, and doing that makes you lose credibility. Stop it guys, you're making fools out of yourselves.

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

(edited 20 hours ago) report · quote

samuraigaiden ▾ 20 hours ago #146

What's the point of having a genius like Tetsuya Takahashi working for you on a game only to butcher it in the localization? NoA never ceases to amaze me.

I like this video https://youtu.be/dbbg6Q9G8sg

(edited 20 hours ago) report · quote

AceMos ▾ 20 hours ago #147

> **samuraigaiden posted...**
>
> What's the point of having a genius like Tetsuya Takahashi working for you on a game only to butcher it in the localization? NoA never ceases to amaze me.

this has allready been proven false there is no censorship here at all the religious stuff is still in the game

---

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

report · quote

StickMen1090 ▾ 20 hours ago #148

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

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3DS FC: 2063-0061-2915

``if the system is easy to develop for then that just confirms how weak it is" shaunme - 2014

report · quote

hyrulelsl 20 hours ago #149

I don't care about the outfits being censored but this one is a little annoying.

Finally did it.

report · quote

evosthunder 20 hours ago #150

StickMen1090 posted...

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

Probably the latter.

-Not gaming lately. Focused on amateur art: http://evosthunder.deviantart.com/
-Difficult by nature.

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